

**FREE  
PULLOUT!**

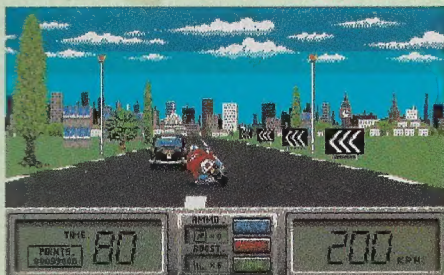
**THE TOTAL WEEKLY COMPUTER AND VIDEO GAMES MAG**

# GAMES-X

**TOP**  
Every Thursday  
12th-18th  
Sept '91  
Issue 21

Amiga • Atari ST • Consoles • C64 • PC • Spectrum • And more...

OutRun Europa p.21



**EXCLUSIVE:**

- ★ **MAGIC POCKETS**
- ★ **DINO WARS**
- ★ **MOTO GRAND PRIX**

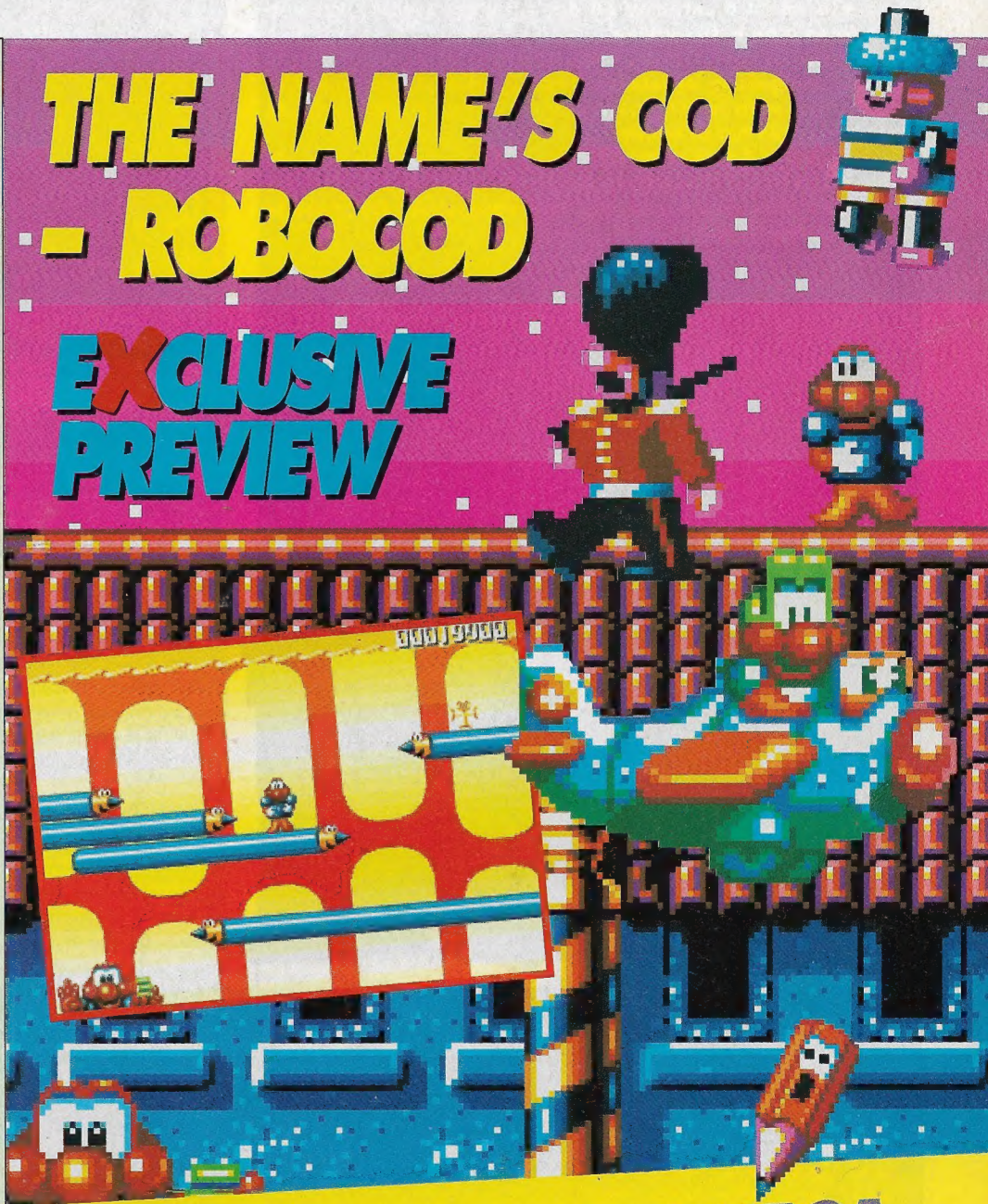


Magic Pockets p.16

- ★ **HEAD OVER HEELS**
- ★ **OUTRUN EUROPA**
- ★ **BIG BUSINESS**

## THE NAME'S COD - ROBOCOD

**EXCLUSIVE  
PREVIEW**



**FREE!** ANOTHER MULTI-MEGA POSTER - R-TYPE 2 AND TOKI PART 2

WEEKLY GALLUP CHARTS - EXCLUSIVE TO GAMES-X!



# ANOTHER WORLD

From the creators of X-rated *Cruise for a Corpse*, comes once again an excellent adventure. *Another World* has been designed by Eric Chahi, the co-designer of Delphine's first adventure, *Future Wars*.

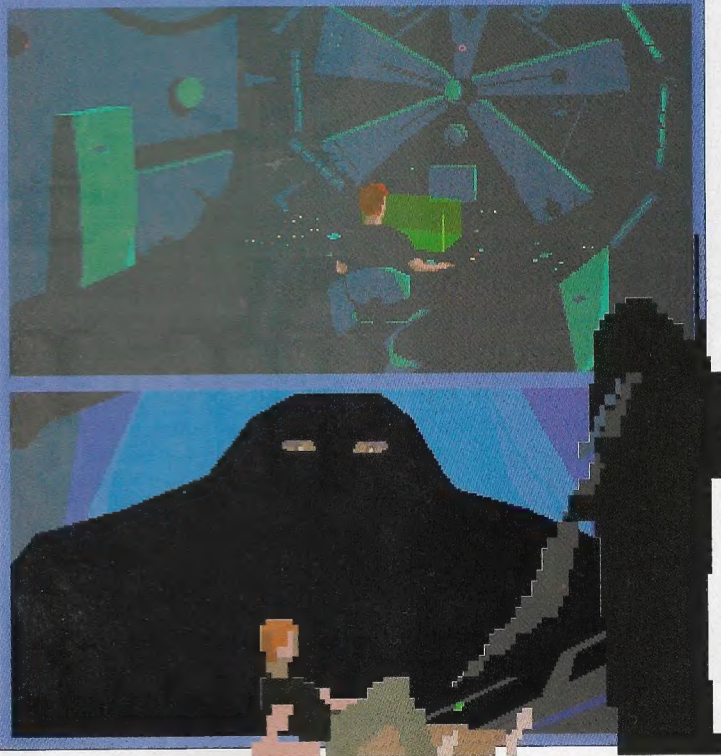
Eric has been working on this, his latest offering for over two years now, and the game includes numerous special effects.

It features Lester Knight Chaykin, a young nuclear scientist who, while in the middle of a high-tech experiment, was catapulted into another world yielding a strange and hostile environment.

Lester must muster up all his intelligence, training and resources if he is to survive.

The game begins in a rocky terrain where Lester meets various dangerous creatures and is quickly captured and imprisoned with a strange monster, soon to become his only ally in his bid to escape.

Delphine's *Another World* is due for release on the ST, Amiga and PC. Although the date has been pencilled in for late 1991, this could well slip into 1992 since Delphine is such a perfectionist.



## KIXX

Kixx has a number of big name budget releases lined up for the autumn season, including some from the German label, Rainbow Arts, of which *Conqueror* is the first product. To follow later on in the year are *Turrican*, *X-Out* and *Z-Out*.

Digging into US Gold's back catalogue, Kixx will also be releasing *Turbo Outrun* and *Indiana Jones and the Last Crusade* come September.

All titles will be out on the 8-bit at £3.99, while the 16-bit retails at £7.99.

## DEVCON III

Software developers are getting together to discuss the current state of play within the entertainment software industry. *Devcon III* is open to anyone

within the software industry and will provide a useful conference for those get-ahead companies and individuals who want to improve their industry.

The event is to be held at the Park International Hotel in Birmingham on November 30th. Tickets are limited so it's a question of first come, first seated! Ring 081-503-2521 for more details.

## SUNCOM

Suncom has decided to team up with the flight simulation expert Microprose, with the aim of creating a new joystick and game bundle.

Microprose's F-15 Strike Eagle will accompany the firm's Analogue Plus joystick and Game Port II for the PC and will be priced at £49.99. The stick on its own normally retails for £28, while the gamecard costs £15.

# SUPER SPACE INVADERS

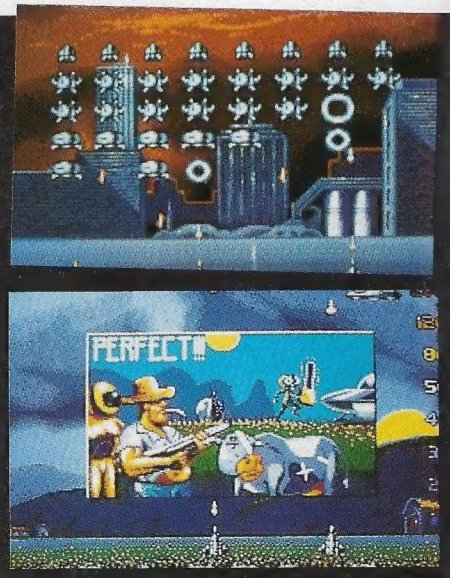
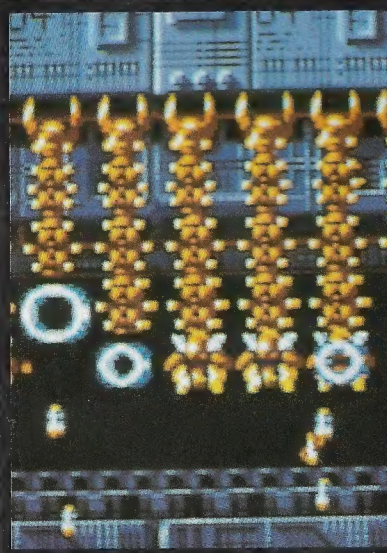
Way back in 1979 a strange and powerful force first gripped the world. Everywhere pubs, clubs and seaside arcades were invaded. Now, some 13 years on, the Earth is once again in grave danger - the invaders are back!

October will herald the arrival of Domark's conversion of the coin-op, *Super Space Invaders*.

Fans of classics such as *Phoenix*, *Gorf!*, *Galaxians* and, of course, *Space Invaders* will love this latest instalment.

*Super Space Invaders* has no pretensions other than being a first-rate shoot'em-up.

Available from Domark, *Super Space Invaders* will be released on the Amstrad, C64, Spectrum, PC, ST and Amiga.



# THE LEGEND OF DARKMOON

As we hinted in an earlier issue, the sequel to the year's hit fantasy role-playing game is soon to appear. US Gold and SSI are proud to announce the imminent release of the eagerly awaited follow-up to the sensational Eye of the Beholder.

The Legend of Darkmoon will be release on the PC this November, 1 meg Amiga versions should appear in January.

The first 500 people who bought the original game completed detailed questionnaires about what they thought of it. SSI has taken the comments to heart and has produced a truly stunning sequel.

The game features new locations such as forests, temples and eerie catacombs. It includes an expanded storyline with greater character interaction and even more mysteries to unravel. There are improved 'movie' graphic sequences and a wider range of weird creatures to battle.

Higher level characters, monsters and spells all make for what's set to be the biggest role-playing sensation yet!



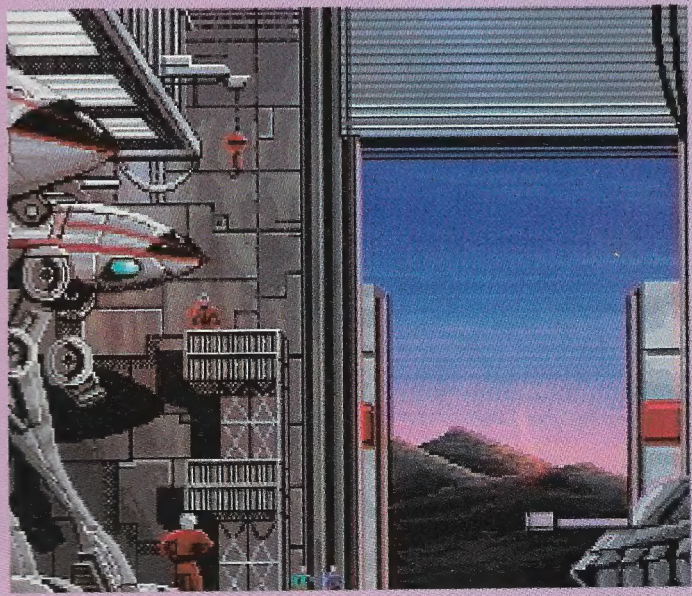
# HAWK'S REVENGE

Infocom has once again combined it's expertise at spinning webby yarns and linking them within the FASA universe, in the second of the Battletech series, Crescent Hawk's Revenge.

You will be engaged in a futuristic real-time combat, which seems to be a contradiction in terms. Within giant war machines called Battlemechs, you pilot these massive and lethal weapons in a hectic conflict, combining strategy and combat action.

Gameplay takes on epic proportions, with over 25 scenarios set on five different planets, which, with the aid of Infocom's natty non-linear plot, makes this a massive battlefield with multiple endings.

The program will only be released on PC compatibles and features 256 colour graphics, enhancing Infocom's cinematic graphics capability. Sound card supported, there's some great combat sonics and an original soundtrack. Release date is scheduled for September.



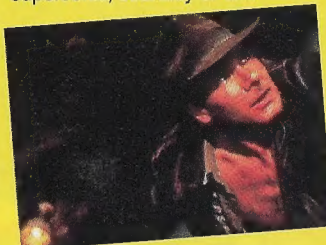
# INSIDE INFO

## Best of the Bunch

### Concorde!

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Last week we gave away a flying lesson. So how do we beat that? Try this - a flight in the queen of the skies, the one and only Concorde! Your chance to go supersonic, courtesy of GX.

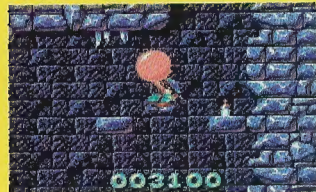


### Indy 4

24

The man in the hat is back. Newly settled in Shakespeare's county, Attention to Detail are busy deciding the Fate of Atlantis. We spent the day finding out exactly what Indy's latest is all about.

## Game of the week



### MagicPockets

16

At last, we review this eagerly awaited Bitmap Bros offering. Do the kid's pockets contain everything we expected?



## Regulars

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Two superb guides this week! The dark Blade Warrior and two levels of Bart plus tips on Lemmings, Man Utd and more

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The name's Cod - Robocod. Take a peek at Millenium's latest.

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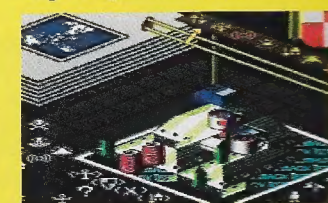
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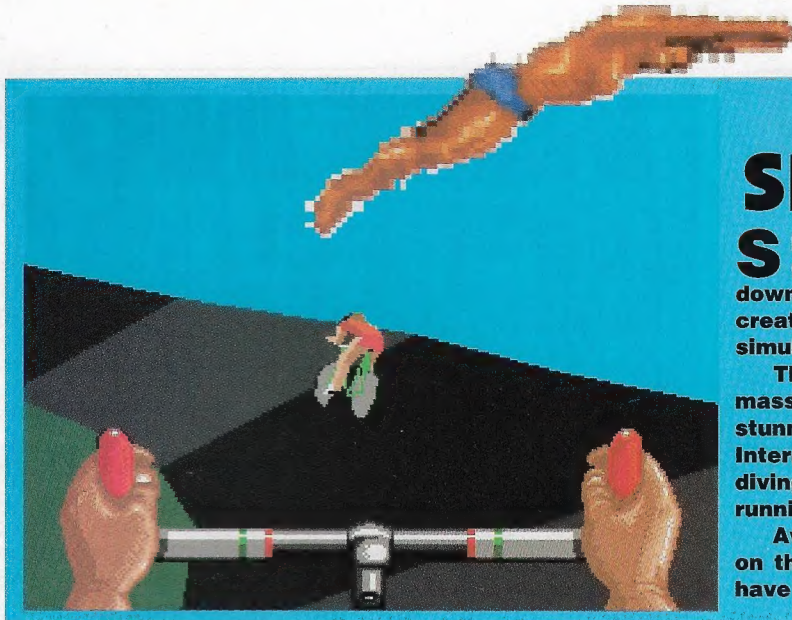


# INTERNATIONAL SPORTS CHALLENGE

Sports simulations are one of the most prolific genres of game available for the home computer. When Empire laid down the brief for *International Sports Challenge*, it wanted to create the most comprehensive and challenging multi-sports simulation ever.

The game has slowly grown from being six levels to a massive 21 levels, covering six sports. Featuring a stunning combination of sprite and vector graphics, *International Sports Challenge* sees you competing at diving, swimming, cycling, shooting, show jumping and running. Phew!

Available from Empire in November, the game will run on the Amiga, ST and PC. Joystick wagglers everywhere have been warned!



## MORE TERMINATOR

Just when you thought it was safe to go back to the cinema! US Gold has got in on the Terminator act. Joining Ocean and Virgin, the Golds are to release Bethesda Software's *Terminator*.

Available only on the PC, *Terminator* is scheduled for a September

release. The game takes the form of an arcade adventure in which you may play the part of either resistance fighter Kyle Reese, or the T101 Terminator.

From the wreckage of the future to the mean streets of Los Angeles it's fast moving action all the way.

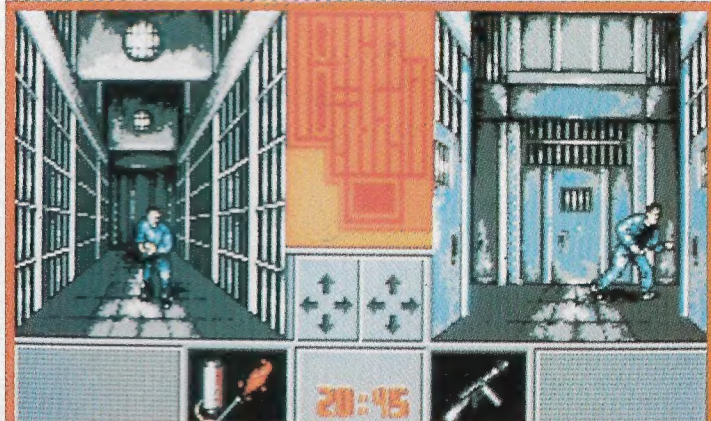
Featuring incredible real-time 3D graphics – the game features the most extensive 3D model city ever created. PC owners had better get ready, the *Terminator* is on its way!



## TECMAGIK

By signing up the official 1992 European Championships endorsement, Tecmagik has managed to secure the biggest football licence around.

The firm has the rights to publish the game, *Champions of Europe*, on all formats, including Nintendo. It is expected to come out on the Sega Master System next May, thus



## ALCATRAZ

Hostage from Infogrames was action-packed and simply oozed atmosphere. Three years later, and the Infogrames' team is putting the finishing touches to the sequel, *Alcatraz*.

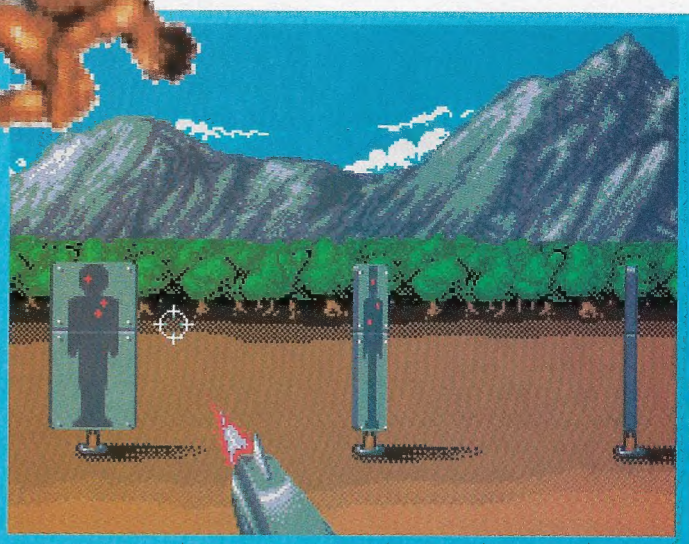
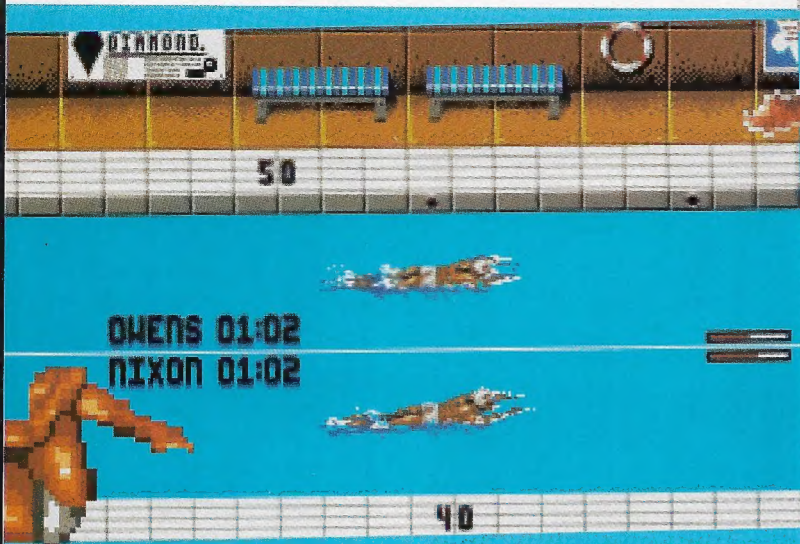
The game was scheduled for release in June, but has been postponed until November for production reasons.

Once again, you become a part of a crack anti-terrorist platoon, with your task being to storm the infamous San Francisco prison island, Alcatraz.

In the name of humanity, the prisoners have long since been transported from this crumbling fortress, and now it is the base of a massive drugs making and distribution empire, which is pumping the US cities with a terrible chemical based drug, the effects of which turn addicts into complete lunatics.

The grainy, realistic graphics which made *Hostage* so atmospheric, also feature in *Alcatraz*. Without a doubt a true adventure and action game.





### D-PAINT IV HOAX

Deluxe Paint is the game design industry's most favoured graphics package, and Electronic Arts is just about to launch the latest in the range, Deluxe Paint IV.

However, EA has received a number of tip-offs regarding hoaxes and piracy which the industry and buying public should be aware of.

In one case, a German pirate outfit has hacked into D-Paint III, superficially changed icons and menus, and then posted them onto pirate bulletin boards as D-Paint IV.

In another instance, an official interactive demo on Amiga Format has been similarly tinkered with, before being circulated as a pirate copy of the finished product.

Remember, piracy is theft! So, if someone offers you any pirated software, refuse it and only buy an official, packaged copy.



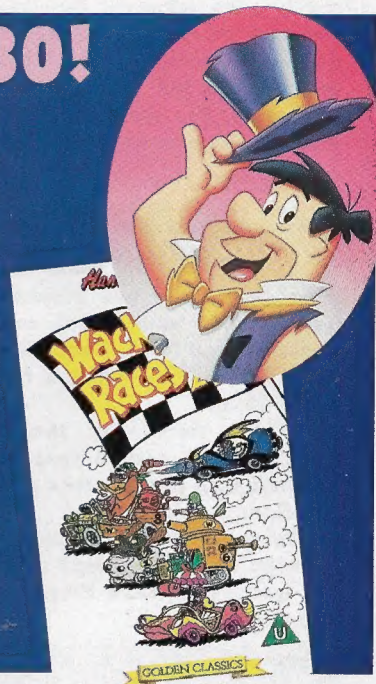
corresponding quite nicely with the UEFA championship, which starts in Sweden in June.

The championship itself will be backed by major sponsorship from Coca Cola, Canon, Carlsberg, Fuji Film and Philips. The design of the official tournament mascot, Berni the rabbit, has been placed in the capable hands of the Walt Disney Company.

### OH NO, 30!

It's not often we celebrate a birthday in the news. However the world's most loveable caveman has reached his 30th birthday. Games-X would like to wish Fred Flintstone all the best in his anniversary year. The character's creator is to celebrate with a whole host of video releases.

Fred and the rest of the Flintstones are featured on Meet the Flintstones and Yabba-Dabba-Doo Time. Meanwhile watch out for The Wacky Racers, Scooby Doo, Yogi Bear and the Banana Splits. Happy Birthday Fred!



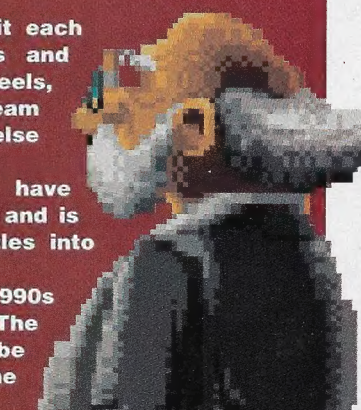
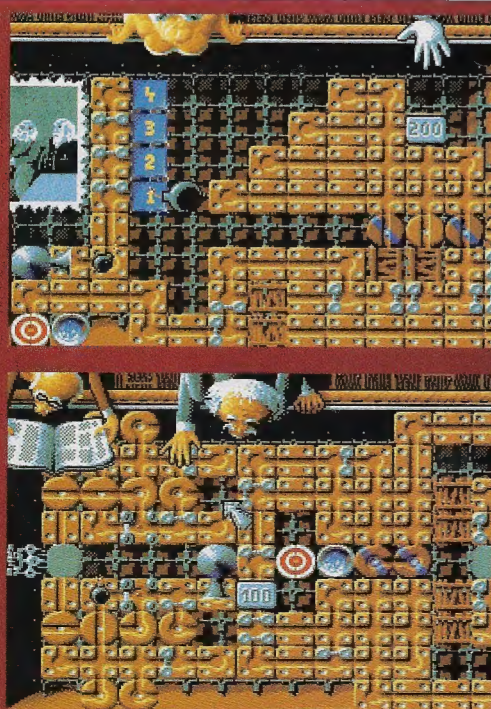
### BOSTON BOMB CLUB

Billed as having '30 levels of lunacy', Palace's Boston Bomb Club is based on a society of mad scientists in the nineteenth century. Every evening these potty professors, in a bid to develop puzzle games, gathered around a billiard table piled high with wierd and wonderful contraptions.

There, they tried to outwit each other with peculiar gadgets and fiendish mazes made from wheels, trampolines, gutters, cogs, steam engines, chains and anything else they could lay their hands on.

Palace claims to have discovered the original notes and is currently recreating the puzzles into computer technology.

So, will the brains of the 1990s match those of the 1880s? The Boston Bomb Club will be released in mid October on the ST, Amiga and PC.



# SPACE ACE II

Veteran Disney artist, Don Bluth, amazed us with the interactive cartoons, *Dragon's Lair* and *Space Ace*. What was achieved on laser disk in the arcade was recaptured, more or less, on 16-bit.

Now, Bluth and team are working on a sequel to *Space Ace* which is due for release in early '92.

Borf sets out to take his revenge on whoever turned the evil commander into a helpless baby. Borf is returned to his big 'orrible self with the Infanto Ray and is on the rampage.



# CODEMASTERS

CodeMasters has announced another batch of budget goodies which will arrive in the next few months. *Miami Chase* (C64, Spectrum) should be hitting the shops about now. *Slightly Magic* follows, but only for the C64 and costs £3.99.

In the middle of the month, *Mean Machine* (C64, Spectrum, ST and Amiga) will race into the stores, while the last title due for this month is *Skyhigh Stuntman* (C64 and Spectrum).

October sees the release of the 16-bit version of *Skyhigh Stuntman*. Next on the list will be the follow-up to the successful *CJ's Elephant Antics* - *CJ in the US* (C64 and Spectrum).



*First Division Manager* will be on the shelves at about the same time, available on the Spectrum, Amstrad, ST and Amiga, while *Fantasy World Dizzy* spins out, at long last, for the Amiga and ST. *Pro Boxing* also finds its way onto the 16-bit.

A compilation called *The Cartoon Collection* will boast five titles, namely, *Seymour in Hollywood*, *CJ's Elephant Antics*, *Slightly Magic*, *Spike in Transylvania* and another un-named. Priced at £9.99, it will be out on the C64, Spectrum and Amstrad.

*Tilt*, modelled on the old-fashioned, labyrinth style game in which you guide a ball along corridors and through traps, will also be released on the Amiga and ST.

Pencilled in for November is *Quattro Pub Games* (C64, Spectrum and Amstrad), *Little Puff* (Amiga and ST), *Miami Chase* (Amiga), *Prince of the Yolkfolk* (C64, Spectrum and Amstrad), *Dizzy Collection* (ST and Amiga), *Hoverspeed* (ST and Amiga), *Violator* (Amiga and ST), and *Super Seymour*, available on all formats. Avid games' collectors should be kept quite busy with this little lot.

# BORN TO BURN

Hot Rubber may sound like a game for fetishists, but is the latest in a long line of titles which have attempted to recreate the seat-of-the-pants terror that is motorcycle racing.

Palace's game sets out to simulate the lightning quick acceleration of the 500cc class. As usual, the screen shows a rear-view of the biker hunched over the tank.

The gear change is terrific! In first, wrenching the joystick forward, sends the bike into a wheely.

Then, through the box, the speed grows and the corners and chicanes come at you with terrific speed.

You've got to lean at just the right angle, unless you want to end up in casualty or worse. There's one or simultaneous two-player action which

# GLOBAL EFFECT

Environmentally aware Millennium usually manages to squeeze in a green message somewhere in a game. In *Global Effect*, this happens to be the main concern.

In this Sim City style game, you take on the role of a global leader with the task of building industrial plants and power stations.

Your main objective is to build the plants and stations, and link them up to make them fully functional. Then comes the difficult part - keeping the



balance correct and maintaining a squeaky clean environment.

Problems such as leaks occur, which could cause terrible damage. You must, therefore, keep a constant vigil on the status of your industrial world.

*Global Effect* will be available for Amiga and ST, with the PC version following in early '92.

really brings the race to life. The program consists of accurate interpretations of 12 international circuits. *Hot Rubber* is scheduled to be released in mid October.

# WHAT'S OUT AND WHEN

If any of the games we review are not due for release for several weeks, What's Out and When is our guide to when the games are actually due to hit the streets. The list below details which games will be released - i.e. you will be able to buy them - during the next seven days...

Product	House	Team	Format	Price	Date
APB	Atari	In house	Lynx	£29.99	16/9/91
Blues Brothers	Titus	Vincent Bethelot	Amiga, ST	£25.99	21/9/91
			PC	£25.99	21/9/91
Chequered flag	Atari	In house	Lynx	£29.99	16/9/91
Falcon 3	Spectrum Holobyte	Rowan Software	PC	£49.99	19/9/91
Falcon Collection	Spectrum Holobyte	Rowan Software	Amiga, ST	£35.99	19/9/91
FOFY	Mirror Image	Gremlin	Amiga, ST	£9.99	18/9/91
Ishido	Atari	In house	Lynx	£29.99	16/9/91
King of Chicago	Mirror Image	Cinemaware	Amiga, PC	£9.99	18/9/91
Mean Machine	CodeMasters	In house	ST, Amstrad	£7.99	19/9/91
			C64, Spectrum	£3.99	19/9/91
Mike Ditka Football	Accolade	Ballistic	Mega Drive	£39.99	18/9/91
Pacland	Atari	In house	Lynx	£29.99	16/9/91
Thunderjaws	Domark	The Kremlin	Amiga, ST	£24.99	18/9/91
			PC	£29.99	18/9/91
			Amstrad cass	£10.99	18/9/91
			C64 cass	£10.99	18/9/91
			Spectrum cass	£10.99	18/9/91
			Amstrad disk	£17.99	18/9/91
			C64 disk	£14.99	18/9/91
			Spectrum disk	£17.99	18/9/91
Turbo Sub	Atari	In house	Lynx	£29.99	16/9/91



# G A L L U P C H A R T S

1	◆	<b>THUNDERHAWK</b> House: <b>CORE DESIGN</b> Team: <b>MARK AVORY</b>
2	▲	<b>RAINBOW COLLECTION</b> House: <b>OCEAN</b> Team: <b>VARIOUS</b>
3	▼	<b>MANCHESTER UNITED EUROPE</b> House: <b>KRISALIS</b> Team: <b>P HARRAP</b>
4	◆	<b>HEROQUEST</b> House: <b>GREMLIN</b> Team: <b>221B</b>
5	▲	<b>TEENAGE MUTANT HERO TURTLES</b> House: <b>IMAGEWORKS</b> Team: <b>PROBE</b>
6	▼	<b>DIZZY COLLECTION</b> House: <b>CODEMASTERS</b> Team: <b>OLIVER TWINS</b>
7	▼	<b>MONKEY ISLAND</b> House: <b>LUCASFILM</b> Team: <b>IN HOUSE</b>
8	▲	<b>VIZ</b> House: <b>VIRGIN</b> Team: <b>PROBE</b>
9	◆	<b>F15 STRIKE EAGLE 2</b> House: <b>MICROPROSE</b> Team: <b>MPS LABS</b>
10	★	<b>EYE OF THE BEHOLDER</b> House: <b>US GOLD</b> Team: <b>SSI</b>
11	▲	<b>BIG BOX</b> House: <b>BEAU JOLLY</b> Team: <b>VARIOUS</b>
12	★	<b>POWER UP</b> House: <b>OCEAN</b> Team: <b>VARIOUS</b>
13	▼	<b>LEMMINGS</b> House: <b>PSYGNOSIS</b> Team: <b>DMA DESIGN</b>
14	▼	<b>PGA TOUR GOLF</b> House: <b>ELECTRONIC ARTS</b> Team: <b>LEE ACTOR</b>
15	▼	<b>F16 COMBAT PILOT</b> House: <b>DIGITAL INTEGRATION</b> Team: <b>DI</b>
16	★	<b>GODS</b> House: <b>RENEGADE</b> Team: <b>BITMAP BROTHERS</b>
17	◆	<b>BACK TO THE FUTURE 3</b> House: <b>IMAGEWORKS</b> Team: <b>PROBE</b>
18	▼	<b>GOLDEN AXE</b> House: <b>VIRGIN</b> Team: <b>PROBE</b>
19	★	<b>KICK OFF 2</b> House: <b>ANCO</b> Team: <b>DINO DINI</b>
20	★	<b>SWIV</b> House: <b>STORM</b> Team: <b>SALES CURVE</b>



## CHART FAX

It's awards time again! Another month has passed so let's look at what's been happening chartwise in the last four weeks.

Yo-yo of the month has to go to the Bitmap's excellent **Gods**. It is constantly disappearing and coming back into the top 20 and looks set to do so for eternity.

Team of the month will be Probe Software which has constantly had five or more games inside the 20. An achievement matched by no other. When **OutRun Europa** enters I'll be pleased to mention their name!

The biggest seller of the month is once again **Manchester Utd Europe**. In its eighth week of release, it still hasn't dropped below number three!



Finally a little note to all you lot out there stuck on **Monkey Island**. Although we asked you to months ago, can you now please stop ringing me up for help!

I've had two calls this week and they both came on the same day, so bug someone else, like Dr X!

- ★ **New Entry**
- ▲ **Climber**
- ◆ **Non mover**
- ▼ **Faller**
- ★ **Re-entry**

**Turn to page 32 for our specially compiled machine specific charts**



# GO SUPERSONIC

## WITH DOMARK'S MiG 29 FULCRUM

**X**  
**COMPO**



Swooping down for his final bombing run, Boris laughs. The family below weren't too pleased, but at least he's got his vodka and his potato supper to look forward to



Just about to cross the bridge is an enemy truck. The flight computer of the MiG has already locked on to the target and now I'm going to blow the little blighter to bits with my big bomb

**T**he new Soviet MiG 29 is heralded as the most advanced military aircraft today. Designed by Kremlin, to be published by Domark, MiG 29 Super Fulcrum is an advanced simulation of this war machine.

Of course, few of us would be able to pilot a military jet in real life, but, courtesy of Domark, you can go supersonic.

This excellent competition gives you the chance of a flight in Concorde, the fastest passenger jet in the world.

You will be met at British Airway's executive suite for a champagne reception. Then, it's time to board this incredible plane for the flight of your life.

During the two hours journey, you will be served an haute cuisine lunch, accompanied by the finest champagne.

To get a chance of winning, all you have to do is answer the four questions below and send your entries to: Fly Concorde Compo, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP. They must arrive by 30th September, 1991.

- 1 Which British military jet takes its name from a high wind?
- 2 What is the Soviet bomber named after a large, hairy animal?
- 3 In which year did Concorde first fly?
- 4 Name the aircraft dial that displays your altitude?



### I WANT TO TRAVEL FASTER THAN SOUND

1 ..... Name.....  
 2 ..... Address.....  
 3 .....  
 4 .....

**Rules & Regs**  
 Employees and family members of the Europress Group or the sponsors and agents of this competition are not eligible to enter. No correspondence may be entered into and the editor's decision is final.

Post Code .....

# WIN!

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## MIAMI CHASE CODEMASTERS £3.99 OUT NOW

CodeMasters' latest isn't a simulator, Dizzy game or arcade adventure and therefore is a departure for them. Miami Chase is a straight chase'em-up, scrolling in eight directions.



You play an undercover agent with the DEA tearing up the streets in an attempt to clean up the city of the ruthless drug gangs. They are also trundling around the city and can be found using the radar.



When all the criminals of the level have been apprehended the arch-criminal will appear, driving a yellow Corvette, the lucky chappy.

To capture him either run his car off the road or shoot him using the bonnet mounted guns.

Graphically the game is adequate but I couldn't help feeling that they could have been better. Sound too is of an average quality but fills its place competently. This isn't really up to CodeMasters' usual high standard but it is worth the dosh.

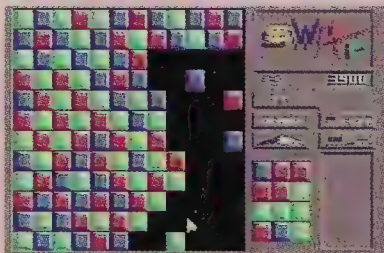
**X-RATING: XXX)**

*You gorgeous people out there. You know! The ones who own C64s. Yes, all the ones who read my excellent column every week, and you do enjoy it don't you? Well, here's another one for you to ogle until your eyes pop out and your head explodes...*

## SWAP PALACE £11.99 OUT SEPTEMBER

Swap is the kind of game that can send you round the twist without you even realising it. The puzzles are all seemingly simple but you could easily end up bald and ranting at the close of a game.

The aim is to place two or more shapes of the same colour next to each other, simply by swapping them round. This is done by pressing the fire button on the join between two shapes and they will change places. Sound simple?



There are four different shapes that can make up the board: large squares, small squares, triangles and hexagons (six sided shapes to the uneducated). These are placed in a special way so that it is possible to clear all the pieces, but doing so isn't that obvious.

When two shapes are joined they will disappear from the board

System 3 are finally making games without the words 'The', 'Last' or 'Ninja' in the title. The first offering is Turbo Charge, a racing game which promises to be a real cracker. It involves the usual, burning rubber along tarmac surfaces, and sometime in the next few weeks you should see a full review in this very column!

Virgin's recent Game of the Week, Rollin' Ronny, will be hitting your screens shortly. For those who missed the review, it sees you controlling a loveable errand boy trying to help out Scotland Yard by collecting lost jewellery boxes and catching buses.

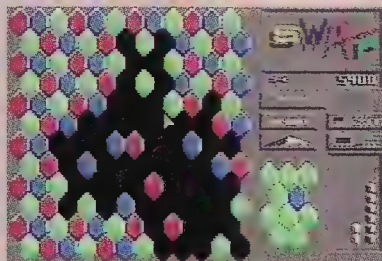
meaning that some tiles can end up out in the middles of a hole without any possible means of getting them.

This can soon become very infuriating indeed.



To successfully complete the game you only need to score a certain amount of points so it doesn't matter if some shapes are left over at the finish.

Swap is a very difficult, very entertaining and very good puzzle game that will send you completely mental with enjoyment.



**X-RATING: XXXX**

## STACK UP ZEPPELIN £3.99 OUT NOW

There have been loads of Tetris clones released over the last few months. Ever since the classic puzzler became a Game Boy title, everyone seems to want to get in on the act.

Stack Up is Zeppelin's attempt to enter the market. It sees the player trying to get rows of three identical symbols as they fall from the top of the screen. Yes, you've guessed it, it's also a clone of Klax!

Unfortunately this game is not as good as either of these two puzzlers.

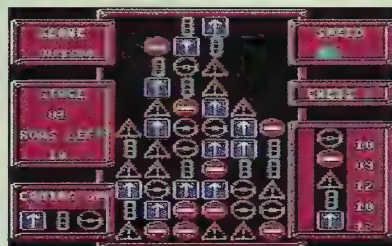


The gameplay soon becomes tired and boring to play with very little real change throughout.

The shapes are all slightly animated in a desperate attempt to make the game look good, and, to a certain extent they manage this.

The overall impression is that this

game is a definite budget title which is only just worth the very low asking price because it does offer a few straightforward hours of brainless fun for all the family.



**X-RATING: XX)**

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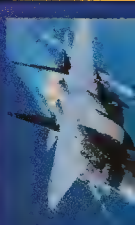
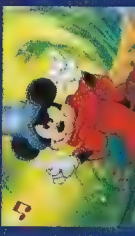
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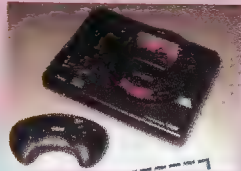
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**C**abal the home computer game is boring, poorly presented and does very little to demonstrate what a 16-bit micro can do.

I appreciate that it was initially launched a number of years ago but this is no excuse for something quite so naff.

The arcade machine wasn't all that hot, but you'd expect a few



enhancements to a duff game - not simply a straight copy of all the dire elements! Save your money and avoid!

X-RATING: X)

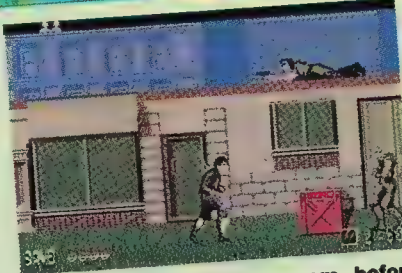
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**O**ne hot summer's day everything began to go wrong. As the most famous graduate of a secret oriental Ninja training school you had been invited back to attend the annual prize-giving ceremony.



Just as you were amazing the students with your tales of international ninjing a flash of dark magic revealed a big brawny bad guy. This ninja Darth Vader figure proceeded to kidnap all of the school's students from beneath your very nose



and then demand a ransom before disappearing in a puff of smoke.

Guess what you have to do? Yep, you've got to go and rescue them all, in this horizontally scrolling platform shoot'em-up.

This pure, unmitigated poop has to be a contender for the worst game ever to be released on the Amiga.

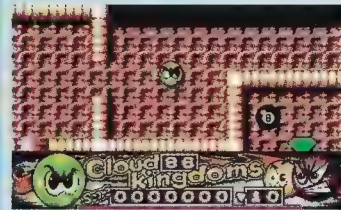
X-RATING: )

## CLOUD KINGDOMS

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**T**erry is a small green rolling rubber ball who is having a spot of bother. The very nasty Baron von Bonsai has stolen all his magic crystals and taken them away to the Cloud Kingdoms where he is using them to enslave the Cloud Fairies.



Your job is to guide Terry around the Kingdoms in the sky to retrieve the crystal and free the poor

fairies who have been transformed into roughy toughy insect monsters and rolling blackballs.

This is not an easy task to perform as the evil Baron has laid many treacherous traps to hinder our Tel's progress! What a palaver!

Basically you guide your bouncing pal through the eight way scrolling background, collecting objects and avoiding the bad guys.

It's not a particularly complex game, and although fairly old in style it still holds up as reasonably playable little number.

I quite enjoyed it! There are loads of levels to bounce your way through and there are some very challenging little puzzles in there!

If you like this type of thing then you could do far worse than lash out on it.



X-RATING: XXXX

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**B**ecome the number one striker in the country by not only playing your best on the field, but also making lots of clever decisions and being part of a team.

Throughout the game you will be asked to make speedy decisions using a simple yes or no. Answering the questions correctly and making the best decisions will give you further opportunities to make money on games while progressing through the divisions.

Graphically the thing isn't at all bad. The numerous icon menus and game screens are all very colourful and there is some nice smooth scrolling during the match sequences.

X-RATING: XXX

## ENCHANTER

MASTERTRONIC/INFOCOM

£10.99 OUT NOW 16-BIT

**T**here was a time long ago when Infocom adventures were the very best in the whole world, unsurpassed in the level of descriptive detail along with the superbly intelligent user-interface and parser.

Unfortunately though, with the advent of more powerful home machines they were dismissed because of the lack of pretty pictures and fancy graphical effects. Yet who needs graphics when you have such superbly written text?

Enchanter was one of my favourite Infocom adventures, and the new cheap price tag means

that all people previously unaware of the quality of these games can afford to have a dabble.

You play the part of a novice magician whom fate has chosen to be locked in single-handed combat with a dark and evil force.

To defeat the wizard you must match your skill as a necromancer against his, by gradually building your magical prowess through explorations and discovery.

Under no circumstances must you fail or your land will be thrown into darkness for all of eternity.

In my opinion this is possibly the best interactive story that Infocom ever released.

X-RATING: XXXXX)



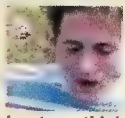
# GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

**X-RATING: XXXXX**

The higher the rating the better the game

**NICK** has the worst phobia for wasps we have ever seen. He is constantly sat at his desk muttering to himself and punching the air. Well, at least we think it's wasps. It could be that he needs to be locked up!



**SIMON** is our young, friendly production assistant. We are currently concerned a little about his mobility, or rather his complete lack of it. Maybe he should play for Oldham to improve their game?



**SHARON**, or Hop'along as she is affectionately known, has finally stripped off. Her plaster cast, that is. She is now getting the taste for using the axe in our poor writer's work - and we all thought that she was such a quiet young lady.



This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

## RELEASE INFO

C64 c£11.99 Now  
Atari ST £24.99 Now

What machine the game's available for, how much it costs and when it's out. The one in red is the format we reviewed. The 'c' means cassette and the 'd' stands for disk



# MAGIC POCKETS



**John** The Bitmap Brothers are here again! What could they possibly do to better Gods, eh? Well, the long awaited Magic Pockets has finally arrived to tantalize your tingly bits. Guide the cool young dude, clad in glad rags, around the many levels and generally have a great time...

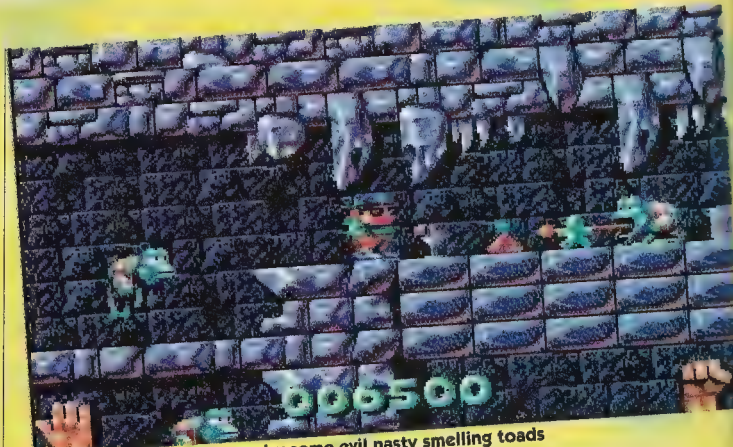
**U**nless you've been hiding in a box many feet underground, you're bound to have heard some of the fuss regarding this latest Bitmap game.

Just about every single games related tome has featured it in some way or other over the past couple of months, and the time has come to actually get your hands on it - Yippee!

The Bitmap Kid is a trendy young chap who likes nothing better than bopping around his home town in all the latest clobber.

As well as the designer label glad rags he hangs around his person, he's indulged himself with some truly remarkable bottomless pockets!

However, despite the obvious advantages of wearing baggy shorts with a black hole in each trouser leg, he's gone and dropped all of his favourite toys in there! What a wally!



The Bitmap Kid is set upon by some evil nasty smelling toads

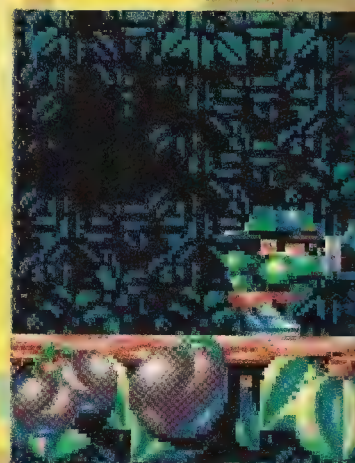
So, what do you do when faced with a problem like this then? Well, just like every other cool young thang, you whip out an inter-dimensional portal from the darkest depths of your trousers and jump inside!

Once safely ensconced there, the Bitmap Kid finds himself in a world containing five, huge, multi-directional scrolling levels made up of platforms, steps and traps.

All the levels are filled to the brim



Out in the snow by the power station the Kid finds that not only do the snowmen move, but they also like to hit innocent young children over the head!



After your journey through the jungle, you'll have to don the gloves and step into the ring with a big ugly gorilla



# BATED GAME OF THE WEEK



# KETS

with different types of foul and disgusting nasties, bonus objects, lovely sweeties and useful bits of additional equipment.

Right! Where to now then? Better pop off and look for all those toys carelessly tossed in here, eh?

After a few steps in the first realm, the Kid is set upon by a group of bloodthirsty, slobbering green toads.

Deep from the recesses of his trousers, the hip dude produces a giant whirlwind which bounces into the slimy terrors, sending them to oblivion.

## ADVENTURES IN YOUR UNDERWEAR

Has this kid got serious flatulence or what? Further meanies gang up on our hero but he cares not a jot!

Having found loads of sweeties and bonus objects such as laser skull caps, American football helmets and ice hockey masks, the kid finally finds the first toy! Happiness unbounded! Only four more to go.

It's now time to jump onto his super-duper mode of transport - a lovely little red trike. Ah! How sweet! Little kiddy poos has found his wikkle twikey wikey.

This particular little tricycle has a



special purpose though, namely, running over maniac monsters at high speed.

Yeah! What a meanie mangling monster mobile we have here then!

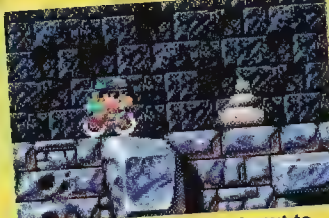
Leaving this first level will send our hero on to further perils in far-away lands. These include a snow covered ice plateau inhabited by killer snowmen, and dark forbidding jungles which see an encounter with the native killer monkeys!

## PERILOUS POCKETS

At each stage, we witness our pal become the master of an element. On the first level for example, he throws whirlwinds as a weapon, while on later levels he can pack a punch with fireballs or blocks of ice.

Each weapon has its own particular characteristics and will do various different things to dispose of the meanies, once and for all.

So, you may well be asking what it's like. Well, basically it's a fast paced platform game in which you control the



'I want to ride my bicycle, I want to ride my bike...'

kid as he nips around the levels, picking up objects and zapping the little horrors for all he's worth.

Although a fairly simple idea, the execution is done with true Bitmap quality class. There are loads of puzzles to ponder over and figure out, while you'll find that exploration takes quite a long time.

There are many really nice surprises throughout the game, while the number of different objects you can pick up and use to mangle the bad guys is quite incredible.

## A MOTLEY CREW



**ZOMBIE** - A blue skinned flesh fanatic psychopath



**YETI** - Monkeys really shouldn't hang out in the cold, it does nothing for the complexion



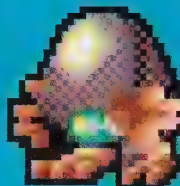
**SNOWMAN** - A frozen frantic fearsome fellow



**SNAKE** - Looks a bit familiar doesn't he? Maybe a holy snake?



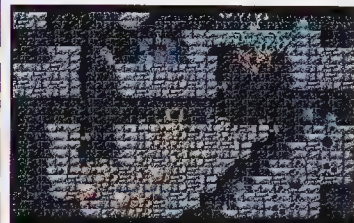
**SNAIL** - About as fearsome as a jam sandwich, the snail is just a nuisance



**EGG THING** - Straight out of Orson's Farm. What does he keep in that egg?



**BEE** - A big gang of 'em will swarm around you



## FACT FILE

**Software House:** Renegade  
**Development Team:** Bitmap Brothers  
**Programmer:** Sean Griffiths  
**Graphics:** Mark Coleman  
**Music:** Betty Boo

The presentation of *Magic Pockets* is of the very highest quality. There can be absolutely no doubt about the game's pedigree and just looking at the screen shots shows the typical little Bitmap Brothers traits.

The sprites are superbly drawn and animated. The backgrounds are wonderful and, what's more, there are some really intricate little bits which look just stunning.

The sound effects are great and stylistically very similar to those which graced *Gods*. Coupled with the numerous chompings, grunts, groans and belches, you also get a sampled remix of Betty Boo's 'Do In The Do' thanks to the Bitmap link with Rhythm King records.

The music complements the game very well indeed and although it certainly isn't my cup of tea, I can appreciate the high quality of the sampling!



Gameplay's just great and it will certainly appeal to anyone who likes the old platforms and ladders romps with a spot of shooting involved as well.

The levels are all absolutely huge and are jam-packed with goodies, baddies and bonus add-on bits.

It's all tremendous fun and overall I think it will appeal to a wide spectrum of games players from young to old.

The youngsters are bound to love it because of the trendy, chubby young Bitmap Kid and the sampled Betty Boo sound, while older players will, without a doubt, find that the puzzles are just taxing enough to make it an interesting challenge. Another Bitmap classic?

**X-RATING: XXXXX**

**Gameplay: 19/20**  
**Lastability: 18/20**  
**Presentation: 18/20**

**RELEASE INFO**  
**Amiga** £25.99 Sept  
**Atari ST** £25.99 Sept



# FACT FILE

**Software House:** Magic Bytes/Digital Software

**Development:** Off the Wall Productions  
**Programmers:** Douglas E Mckell, James A Doraman, C.S.Wayne

**L**et's get one thing straight, I never liked games of a financial strategy nature. They're tedious, boring and in my opinion should be barred completely from home computers.

However, *Big Business* is different. It has a sense of humour and doesn't take itself too seriously.

It isn't the greatest game in the world, but it most certainly isn't the worst. The graphics are big, bright and cheerful, and the clear sampled sounds go down a treat.

As a game, it is quite basic, rather sluggish at times, and it does lose your interest when you play it alone. However, the game springs into life with other players.

If you desire a simple strategy type game which isn't too serious, this is for you.



**X-RATING: XXX**

**Gameplay: 9/20**  
**Lastability: 10/20**  
**Presentation: 12/20**

RELEASE INFO	
Amiga	£25.99 Oct
Atari ST	£25.99 Oct
IBM PC	£25.99 Oct

**B**ig Business is a humorous simulation for up to three players. Based in a manufacturing corporation, your aim as chairman is basically to earn as much cash as possible.

The initial decision of what product to manufacture actually has little bearing on the game itself, as you can produce anything from baby food to nuclear weapons, software to beer, each made up of three raw materials.

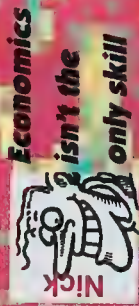
These are all tongue in cheek: software is made from blood, sweat and tears, nuclear weapons need matches and cosmetics need experimental rats.

You can use as many underhand tactics as you dare to become the top dog in monopolising your product. Industrial espionage, inciting workers to strike and suing for the hell of it are just a few of the options available to a power hungry soul like yourself.

Playing dirty does have its risks. You may lose a court case, you may have to pay compensation, and there are always the random events the computer throws at you.

Initially, you start in the board room with five managers of various departments, who you deal with for certain aspects of the biz.

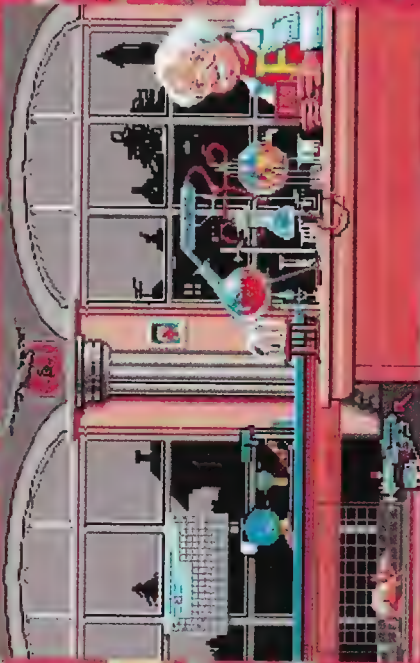
# BIG BUSINESS



**Economics isn't the only skill required to be a survivor on the cutting edge of business, because a bitter, twisted and psychopathic mind will get you far. Well, at least it will in the game of Big Business.**



Winners and losers in the short game. No one really went bust, but two got rich quick — the lipstick industry is really cut-throat, isn't it?



Inside the research lab of your corporation you can deal with your product, increasing the quality or ponder over speeding up the production. You can also play around, zapping that rat with a laser. It'll end up as a pile of dust, and you may have a nasty fine slapped on you.

Marketing your product with your who promotions officer takes you to the bar. This is where you can decide on advertising expenditure, and do dirty deals with the other people present.

Actually, you get a rough guide to the state of the company by the state of the people: dishevelled, drinking beer when in dire straits, dapper and quaffing champagne when the company is flush.

There's also a designer, production manager, a purchasing agent and a financial officer.

The first three are pretty self explanatory but the latter handles all the monetary dealings, showing the necessities of profit and loss, liabilities and the chance for a hostile take over of an opponent.

After leaving the meeting, you can buy and sell on the commodity market. You then have the opportunity to check your progress against that of your competitors.

Many a well planned marketing strategy will slap you in the face when you find you hardly sold anything.

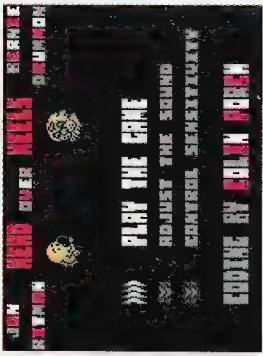
This game begs for more than one person. Playing two or three players adds interest, and if things go wrong with your dastardly deals you won't just yawn and walk away.



The bar tends to be a place for gossip and dodgy dealings. It's here where you plan your marketing and sales strategy, check up on rivals and try to undermine them.



When things are looking grim for the company, those in the boardroom look distinctly bodgy. They don't bother shaving, they drink beer instead of champagne, wear tacky clothes and generally look ill.



# FACT FILE

**Software House:** Hit Squad  
**Original Concept:** Jon Ritman, Bernie Drummond  
**Programmer:** Colin Porch

When I got this game on my Spectrum a long time ago, I vowed never to rest until I had beaten it. Unfortunately, I never managed to do so because the game was just too big.

Now on the 16-bit machine, the game seems to be every bit as good as the original version. OK, so the graphics and sound effects aren't particularly great for an Amiga, in that the graphics are the same as the Spectrum, only simply coloured in!

However, if you ignore this fact, you'll be in for a treat of first class gaming. The challenge is enormous and dangerously addictive. The game plays in exactly the same way as the 8-bit and that is exactly how it should be!

At this price it is a bargain. Everyone should go out and purchase it immediately, before indulging in a nostalgia trip into history.

**X-RATING: XXXXX**

**Gameplay: 18/20**  
**Lastability: 17/20**  
**Presentation: 11/20**

**RELEASE INFO**  
**Amiga £7.99 Oct**  
**Atari ST £7.99 Oct**



Sometimes the rooms will be split into three separate screens so that you can still see what is in the other two rooms. Watch out for the helicopter creature because it will kill you if you touch it



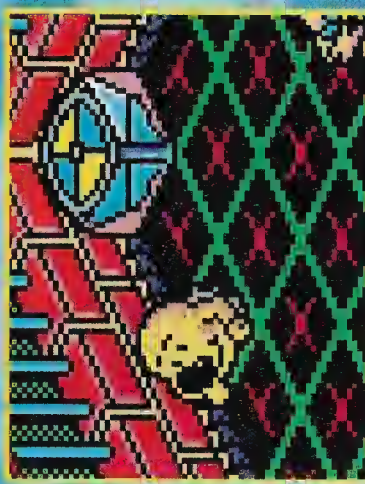
**My all-time favourite game has finally made it onto the 16-bit machine. Has it survived the test of time, or has it been released too late after it's 8-bit launch about five years ago? Read on and find out...**

The rabbits, meanwhile, can give us all sorts of special treats, such as extra lives for both characters, speedy running for Head only, invincibility for both, and power jumps for Heels, allowing him to match Head's prowess.

When it was released on the 8-bit machine all those years ago, the game was literally stormed with praise and admiration by the press. It now seems likely that the 16-bit version will follow suit!



Springs allow you to jump higher and further. This comes in very handy when you are trying to get your hands on certain items such as the fish, shown in the room here



Before you can get anywhere, both Head and Heels must escape from their present confines. This is done by teleporting to the prison planet

# HEAD OVER HEELS

Different types of meanies, ranging from randomly moving spinning tops to annoying robots that follow you around the screen, waiting for you to make a mistake, guard most of the rooms.

They are united in their intention to destroy the heroic actions of our two buddies.

**ALL-TIME CLASSIC**

Help is at hand in the form of bonus items. These take two forms: a fish or a white bunny. The former will allow you to continue from the point you were at when the 'Game Over' message flashes up on screen.



This room is very simple. Just walk into the bubble and knock it over towards the switch, thus stopping the two meanies from moving

nothing more than good fighters. They must warp to the prison planet and try to meet up there.

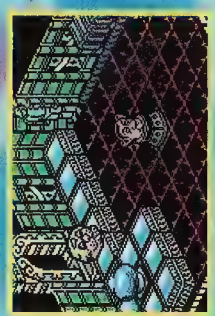
Head can jump high and glide as he falls, allowing him to leap great distances and heights to collect important items. He even has the ability to jump around corners! He can operate a doughnut firing gun, for which the scrummy ammunition can be picked up at various locations dotted around the complex.

**THE PLANET SUITE**

On the other hand, Heels is a born runner, moving at twice the speed of Head. Unfortunately, he can only jump half the height of his pal and cannot glide while falling.

Together, they make an almost unbeatable fighting machine, I stress almost.

There are over 400 rooms in the game, and venturing into all of these will take months of dedicated playing and puzzle solving.



Heels' first problem will be getting the bag from this room. You risk losing a life if you stand on the floor, so find some other route

**HANDS AND FEET ABOVE THE REST**

Head is the agile character, fit and ready to jump great heights, but he can't run very fast.

Collecting a fish will give you a continue option when you die. You'll start from where you picked it up

The rabbits will give you all sorts of special bonus items to help you nimbly along your way

Heels is the sprinter and can run very fast. His jumping ability proves to be no spectacle to behold though

Once joined, Head and Heels seem to be an indestructible and quite formidable team

**H**ead and Heels are two lovable friends who have been kidnapped. They are now being held in the evil Blacktooth Empire, which consists of five planets: Blacktooth, Egyptus, Penitentiary, Book World and Safari.

Being such valiant fighters, the two chums decide to escape and neutralise all the planets, therefore rescuing their people and ridding the galaxy of the evil Bydo, the supreme ruler, once and for all.

This, however, will entail quite a mean feat, especially since there are many puzzles to unravel and rooms to traverse before their path runs smooth.

The first thing to do is for them to rejoin forces. Apart, they are



## FACT FILE

**Software House:** Magic Bytes  
**Development Team:** Digithek Software  
**Designs:** Art V Castaro III  
**Programming:** Scott R Lahteine

**D**ino Wars is a well presented piece of software, with nice graphics and an extremely atmospheric sound-track, but it isn't a good game.

The strategy game is irritating to control, with poxy little dinosaurs roaming the strips. The simultaneous option turns the game to chaos, and taking turns makes it far too sluggish.

The fighting pieces may look good in the photos but the action is poor. Big hulking blob creatures move just like big hulking blob creatures would - slowly. A few head butts, nibbles and tail swings don't raise the interest factor.

The encyclopedia is OK, but has little to get your teeth into. It seems aimed at the pre-teens, and I suppose it's informative.

In summary, leave a wide berth unless you like dinosaurs. Lets face it, dinosaurs without Raquel Welch? It doesn't bare thinking about!

**X-RATING: XX**

**Gameplay: 3/20**  
**Lastability: 4/20**  
**Presentation: 11/20**

**RELEASE INFO**

Amiga	£13.99	Oct
Atari ST	£25.99	Oct
PC	£25.99	Oct

# DINO WARS

*Imagine looking out of the window to discover a Brontosaurus munching the flower bed, a Tyrannosaurus ripping Tiddles apart, and your house being butted by a Stegosaurus. It could have happened if you were in control of the evolution of the dinosaurs.*

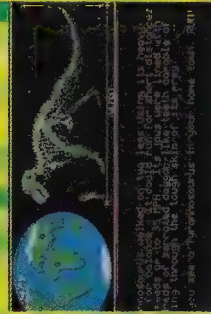


**F**ood is running scarce and there is only enough left to feed one pack of our oversized iguana pals.

Driven by hunger the two groups are forced to steal each others eggs. These aren't your standard soft boiled breakfast jobbies, they contain the future leaders of all dinosaurs.

Miffed at this theft, both groups launch into the Dino Wars in a desperate attempt to rescue their eggs. This isn't a case of being mean spirited, but an example of the instinct for survival.

Dino Wars is actually a strategy game topped with arcade elements, together with a sprinkling of



In the encyclopedia section, check out the facts on the Tyrannosaurus Rex. You can find out all matter of interesting info, together with the occasional witticism

educational value. This concoction appears half baked from the onset, but it's got to be tasted to see if it's a decent combo.

The game proper, is set on a grid where the two opposing



An audacious little Deinonychus battling away with the nasty big Tyrannosaurus Rex. Actually, the little chap is better equipped to nip away at the king of the dinosaurs, if the lava doesn't frazzle them first

dinosaur armies are facing each other, across a varied landscape.

Each of which holds a specific risk for your reptilian friends as well as blocking your progress.

You can also choose a chess board, but I feel this demans these legendary beasts.

### DO THE DINOSAUR

Budging your dinosaurs is easy enough, simply move to the required square with a joystick, although it does tend to get stuck.

If you walk onto a square shared by an enemy, battle will commence in an arcade fighting sequence. Fighting as a dinosaur is a cumbrous business.

They're big, brutish and ugly, they don't have fists or collect weapons, so fans of certain fighting games may feel let down.

They each have certain specialities, the Stegasaurus can whip its' tail and the Brontosaurus can stomp on opponents. This isn't the action packed gore ridden feature we're used to, though.

When fighting, the well designed backdrops appear to be linked to the position on the map and the dinosaurs are solidly drawn and quite lifelike.

However the movement isn't so smooth and thus the fighting becomes quite tedious.



You can change the gameplay according to your preferences, playing in turns, or, for a more rapid action game, simultaneously where all tactics go out of the window.

Another option is to abandon the strategy game altogether and simply have a one-on-one battle with the dinosaur of your choice.

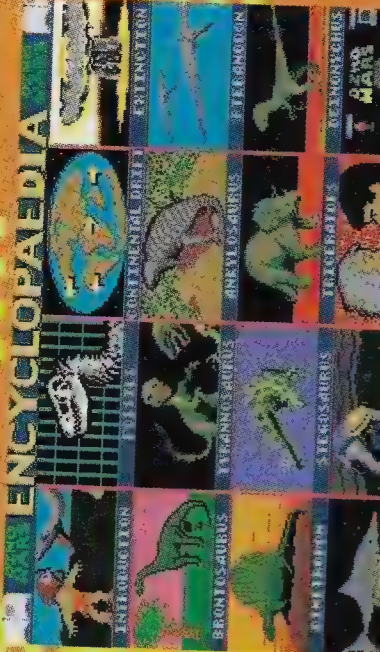
For a light break, Dino Wars also has a dinosaur encyclopedia. This is full of nicely presented info on the eight dinosaurs featured in the game and also extras on why they became extinct, and the controversies that surround this.

Success leads to a congratulation screen which you also see it when you fail.

It must be assumed that as you made the effort to stave off extinction the game is acknowledging your noble attempts.



The battle of the beauties. A gliding Pteranodon dive bombing a Dimetrodon, fins held high, by a pleasant riverside setting. Turn to fossils and we can have a picnic



Looking at the options in the encyclopedia, you can check up on certain dinosaurs, and examine the raging controversies concerning their disappearance and other everyday facts about our reptilian friends

# OUTRUN EUROPA

Land onto an unsuspecting public, Sega's masterpiece began an era in car racing games, heralding the first big hydraulic racer.

From this time forward, over 50 per cent of similar offerings have been of this quality.

Due to such rip-roaring success, a sequel was inevitable. Turbo OutRun, while not being quite as good, was just as much of a hit with the punters.

US Gold converted both to the home computers, with Probe and ICE Software taking it upon themselves to handle the jobs. Now, the third in the series appears straight onto the home micros. It sees you tearing up the road, success in your sights.

## RUBBER BURNIN' MAYHEM

You are in deep, deep trouble. Both the police and secret agents are chasing you, and you've got some secret files to retrieve.

Racing through seven stages on land and sea to reach your destination, you must avoid these pursuers at all costs.

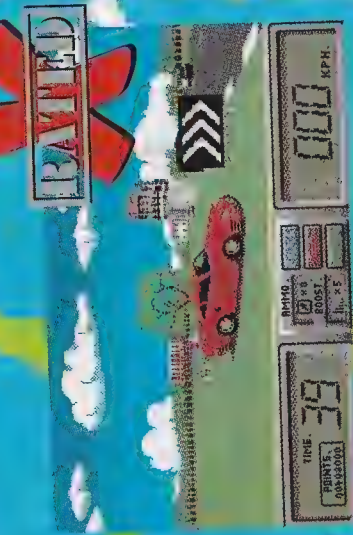


**Everyone must have played the original arcade version of OutRun sometime in their life.**

**The home computer version was equally as popular, and so it comes as no surprise to find a third game in the series being released...**

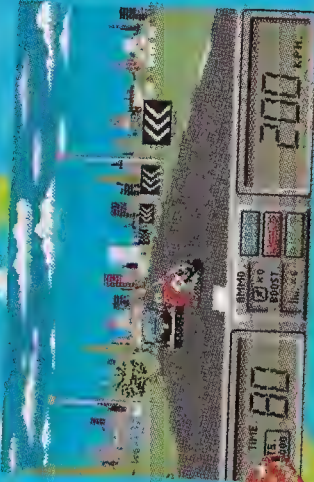


During the course of the game, you'll get to drive/ride some of the most hi-tech vehicles around today. A Yamaha GP, Porsche 959, and Ferrari F40 are certainly not to be sniffed at. At sea, you'll have the



Taking a corner too fast in the Porsche 959 results in you hitting a post and spinning. You'll have to put up with a small time loss

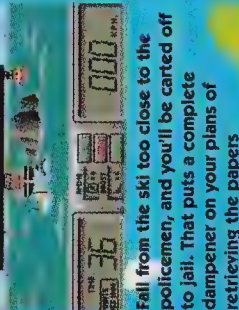
Tearing up the highway at 200km/h on a Yamaha, you suddenly encounter a London taxi doing almost the same speed. Very plausible, to be sure!



opportunity to pilot a jet ski as well as a turbo power boat.

On the road, you'll have the

You have been arrested



Fall from the ski too close to the policemen, and you'll be carted off to jail. That puts a complete dampener on your plans of retrieving the papers



On the last two levels, you will be driving the totally outstanding Ferrari F40. No one should be able to stop you now, but don't count on an easy ride



## FACT FILE

**Software House:** US Gold  
**Development Team:** Probe

I never thought that I'd be saying the words 'good' and 'Probe' in the same sentence, but OutRun Europa is a very exceptional racing game.

The graphics move at an immense rate, making it look as though you are travelling at the shown speed. The scenery is similar to US Gold's recent racer, Super Monaco GP.

Making use of a variety of vehicles was a smart move by Probe, stopping the game from becoming monotonous.

Sound offers realism and a sense of speed, with tunes and roaring engine effects integrating you into the action.

If you took the previous two OutRuns and stuck them together, you still wouldn't come up with a product to match the quality of this game!

**X-RATING: XXXXXX**

**Gameplay: 17/20**  
**Lastability: 17/20**  
**Presentation: 18/20**

## RELEASE INFO

<b>Amiga</b>	<b>£35.99</b>	<b>Now</b>
<b>Atari ST</b>	<b>£25.99</b>	<b>Oct</b>
<b>Spectrum</b>	<b>£11.99</b>	<b>Oct</b>
<b>C64</b>	<b>£16.99</b>	<b>Oct</b>
	<b>£16.99</b>	<b>Oct</b>
<b>Amstrad</b>	<b>£11.99</b>	<b>Oct</b>
	<b>£25.99</b>	<b>Oct</b>

will get in your way as they tootle along in their Beatles and Ford Sierras to visit granny. (How very sweet. - Auntie X)

The secret agents drive turbo-charged beasts while attempting to halt your mission.

## COME AND GET ME

Realism goes out of the window here, in that when you are tearing along at 200 plus km/h in a Porsche 959, the agent keeps up with you in a Renault 5 Turbo!

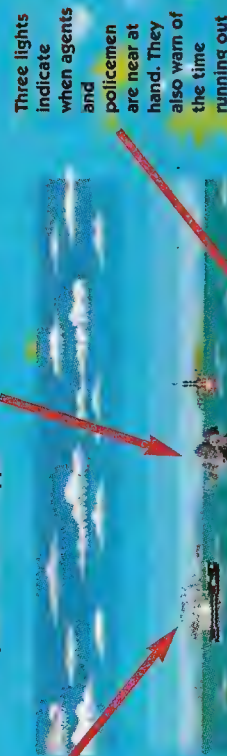
Controlling your vehicle is very simple with automatic gears.

Pushing forward accelerates, pulling back will slow down, left and right do as you'd expect them to, and pressing the fire button will do one of two things.

On the road it will ignite a turbo-boost and on the water it will fire a rocket from the craft.

Can you face the challenge of such high-speed racing? A hair-raising experience may be all yours!

Crossing the English Channel by jet ski isn't my idea of fun. Watch out for that rock ahead, or you'll become a cropper



Ships constantly appear to block your path. Skilful piloting is required to avoid them

This shows the score you have managed to tot up while playing the game

Time ticks away as you race along, crashing diminishes your chance of success

When sailing the high seas, ammunition can be fired at the overhead police chopper that appears

Boosts the speed of all the land vehicles to an awesome 300km/h

Your speedo shows, surprise, your speed, illustrated in a great liquid crystal display

Three lights indicate when agents and policemen are near at hand. They also warn of the time running out



## FACT FILE

**Software House:** The Software Business  
**Development team:** Bugsoft, Israel  
**Programming Co-ordinator:** Tamir Segal  
**Programmer:** Ronnie Yaman

**M**oto Grand Prix suffers from the basic principle that PC games without VGA look naff. However, as a CGA/EGA game it isn't too bad. It's blocky and colourful, but you won't gasp in amazement too often.

The game itself is fast to play, offering a genuine sense of movement with quite smooth scrolling. Sounds are of an average PC speaker variety, which do actually manage to impart a sense of motor noise, although admittedly it's more like a hairdryer.

The lack of choice is a big let down. All the bikes are the same, the number of courses is pitiful, and the lasting interest isn't too hot.

The game looks old fashioned now and it needs a good revamp. Better graphics and a more varied gameplay are the basic requirements.

If you haven't got a VGA compatible PC, you could get a worse driving game than Moto Grand Prix. It's an enjoyable romp but interest soon wanes.

**X-RATING: XX**

**Gameplay: 9/20**

**Lastability: 5/20**

**Presentation: 5/20**

**RELEASE INFO**  
**IBM PC \$35.99 Now**

# MOTO GRAND PRIX



**Get into your leather gear and prepare to whip your body around racing circuits at a cool 180 mph. Forget four wheels. Real men make do with two, and have the scars to prove it.**



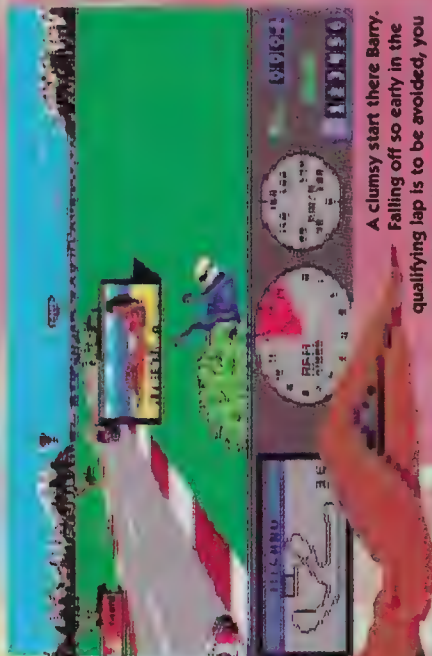
Checking out the three circuits to drive on. They are all quite varied, and depending on how your feel, you can be a boy racer or tackle the twisty turny routes

**M**oto Grand Prix is a motor cycle simulation set in one of three well known race tracks around the world: Milan, Laguna and the Salzburg ring.

Your aim in life, as you may expect, is to win. Qualifying the race first before lapping your way to victory. However, it ain't so simple.

Your motorcycle isn't a Vespa, it's a full blooded six-g geared mean machine, capable of accelerating to around 180 mph. It is fully automatic, so you won't be forced into digit gymnastics whilst approaching an S-bend.

However, you don't have much of a selection. In fact, the choice can



A clumsy start here Barry. Falling off so early in the qualifying lap is to be avoided, you probably won't recover

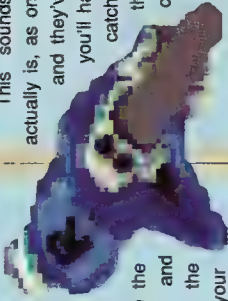
be counted on the fingers of no hands. This is a let down because the courses would have been so much more enjoyable with a variety of bikes.

the butt, because there is far too much stopping and starting.

Moto Grand Prix is easy enough to get to grips with. Simple left and right hand turns, acceleration and braking are the only four commands you need to know.

### EASY RIDER

The positioning of the keys is a bit infuriating! Though joysticks can improve the playability somewhat, and you can adapt the sensitivity to suit your preference.



The biggest drawback of the game is that it isn't VGA compatible and the graphics do suffer as a result. They are by no means as smooth and varied as they possibly

could be, but the game is fast, and you do get the feel of movement as you nip around the corners.

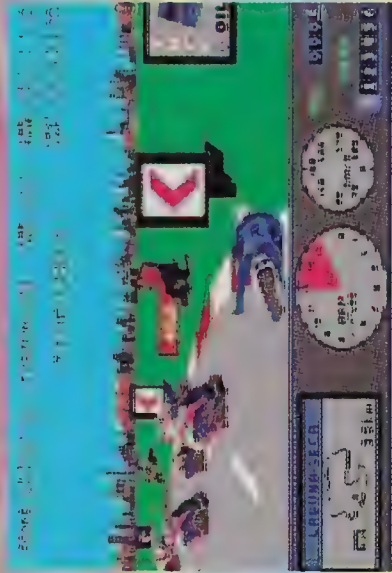
Winning the game is simply a case of having the highest aggregate lap time, and having overtaken all of your rivals.

This sounds simpler than it actually is, as once you've crashed and they've left you behind, you'll have a real problem catching them up also the rival, computer controlled riders tend to make no mistakes.

To control the bikes requires manual dexterity. They are quite responsive, so you should have no qualms about crashing, but at the speeds you can reach you only have yourself to blame.



A death defying manoeuvre on the edge of the track. I wouldn't recommend you try this one, especially around corners



Cocky bikers often have pretty sore knees by the time they've finished, together with a peeled bottom and shattered legs



10 out of 10 for artistic merit. The problem is, you aren't an acrobat

# GAIN ACCESS TO ALL THE LATEST INFO ON YOUR FORMAT

## Fate: Gates of Dawn Atari ST

**First Reviewed:** Issue 20  
**Software House:** Rainbow Arts  
**Development Team:** *teLINE*

**A**s an owner of a small record store on fifth street, the worst thing you ever did was fall into a deep slumber.



In your dreams you envisaged a medieval world filled with sorcerers, orcs and other mystical creatures, but then you realised you were dreaming no longer and the nightmare was now an appalling reality!



Fate is an excellent adventure game in similar vein to Bard's Tale, and is graphically superb. The same praise can be given to the sound, which includes sampled effects which really boost the game's atmosphere. The control system is easy to use, comprising of simple point-and-click controls.

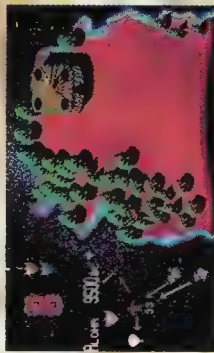
**X-RATING: XXXX**

**Gameplay: 15/20**  
**Lastability: 14/20**  
**Presentation: 15/20**

## Mega lo Mania Atari ST

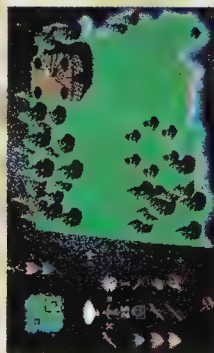
**First Reviewed:** Issue 20  
**Software House:** ImageWorks  
**Development Team:** Sensible Software  
**Programmers:** Chris Yates, Chris Chapman  
**Graphic Artist:** Jon Hare

**T**ake control of one of four feuding gods as you attempt to win the right to be the supreme ruler of a new world.



You must populate islands and then try to outwit and destroy the other nation's inhabitants.

This is done by designing and building various defensive and offensive weapons. Building these is easy enough to begin with but soon you'll have to start mining for the required elements.



Humour is very high in this game and thus it is a joy to play for non-strategy fans as well. This is a totally brilliant game well worth adding to your collection, no matter what.

**X-RATING: XXXXXX**

**Gameplay: 19/20**  
**Lastability: 18/20**  
**Presentation: 18/20**

## Gauntlet 3 Atari ST

**First Reviewed:** Issue one  
**Software House:** US Gold  
**Development Team:** Software Creations  
**Programmer:** Mike Davies  
**Graphic Artists:** Chris Collins, Paul Salmon  
**Sound:** Tim Tollin

**F**irst things first, this is not a game in the same style as the previous two Gauntlets. US Gold have used a 3D technique this time around and it works fairly well.



There are eight characters to choose from instead of the original four and each has their own personality.



Graphically, Gauntlet 3 doesn't look as impressive as it could have been. The characters don't move at a quick enough pace for the game to appeal to fans of the originals.

Despite this the sound is good and the game is fairly addictive.

**X-RATING: XXXX**

**Gameplay: 14/20**  
**Lastability: 14/20**  
**Presentation: 15/20**

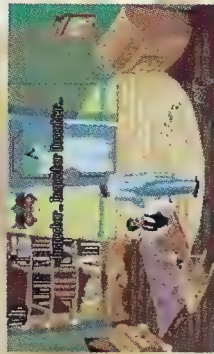
## Cruise for a Corpse Atari ST

**First Reviewed:** Issue 20  
**Software House:** US Gold  
**Development Team:** Delphine Software  
**Programmer:** P Chotel, B Aron  
**Graphic Artists:** D Mer, C Robert

**T**ake on the role of Raoul Dussentier, a renowned detective who has been invited to join a famous rich Greek guy on his Mediterranean cruise.



Unfortunately your host ends up becoming fatally dead (it tends to be that way), and you have to investigate his murder. Oh no!



The game is a very classy adventure which is fairly similar in style to Monkey Island and the Sierra games. It has an easy no-typing user-interface and it's a doddle to control.

The puzzles are complex and varied and the game should keep you occupied for absolutely ages. Totally top class!

**X-RATING: XXXXXX**

**Gameplay: 18/20**  
**Lastability: 18/20**  
**Presentation: 18/20**

## Zone Warrior Atari ST

**First Reviewed:** Issue 20  
**Software House:** Electronic Arts  
**Development Team:** Inagitec Design  
**Programmer:** Julian Aldon-Sailor  
**Music:** Barry Leitch

**Z**one Warrior is your everyday, common or garden variety time travel romp. Earth is endangered by the discarded Geeks, who wish to warp our technological breakthroughs by killing their inventors. You have to stop this.



An action packed platform game, it is let down badly by the amount of to-ing and fro-ing in the maze. However, it does have bright graphics and good music, and is similar to the Amiga version in all but a few of the extras.



Don't expect to complete it quickly - it's as drawn out as Prisoner Cell Block H. If you can endure it, you might go far.

**X-RATING: XXX**

**Gameplay: 10/20**  
**Lastability: 9/20**  
**Presentation: 12/20**



# Paying attention

**T**he man with the hat is back. Everyone's favourite whip-cracking professor is set to return to the screen this November. However, unlike his last three adventures, this time Indy will appear on the computer first! Indiana Jones and the fate of Atlantis will be available as two distinctly different games.

Lucasfilm Games, the company behind such classics as Manic Mansion, Zak McKracken, The Secret of Monkey Island and Indiana Jones and the Holy Grail, is currently working on the adventure game. Meanwhile, Attention To Detail are working on the action game.

Two are companies involved with the action game. In addition to the programming team, Attention To Detail, there is also the Project Management Consultancy. I asked PMC's Development Consultant, Jon Dean, about his role in the project.

"It's a bit like Thunderbirds and I'm Brains! Basically I'm responsible for putting the whole thing together. I'm involved in the design, co-ordinating the other versions and just keeping on top of these guys, giving them a hard time - it's not easy, but someone has to do it."

Attention To Detail have only released one piece of entertainments software prior to Indy 4. Another Lucasfilm Games title, Nightshift saw you in the guise of Fred Fixit.

**Attention To Detail recently moved to the quiet confinement of the beautiful Warwickshire countryside. Nick Clarkson ventured forth into the wide green yonder to discover just what the team was up to.**

Your unenviable task was to create a quota of toys for the Industrial Might and Logic company. I asked Chris how the deal with Lucasfilm came about.

### STATESIDE INTEREST

"We had an idea for a game that involved a machine you had to repair. We sent out some demo disks to various companies and within a week Lucasfilm Games' A.J. Redman was over here. The final stages were completed at Skywalker Ranch in the States, other than that Nightshift was the first independant idea Lucasfilm Games had funded."

How did Attention To Detail begin the Indy game? "We started planning Indy 4 last September. We visited Lucasfilm Games in the States where they gave us the

storyline and asked us what we could come up with. Programming commenced last November I co-designed some of the game and drew the graphics and Fred Gill wrote the code."

The fate of Atlantis will call on player's mental skills as well as their joystick prowess. Co-designer and graphic artist, Chris Gibbs explained further.

"It's all too easy to program a platform game. Indy 4 takes both action and adventure elements to create, what we think, is a highly enjoyable game. The action is displayed with a 3D isometric view and players will be able to switch between any of the four different angles to see everything that's going on."

I wondered whether the final game would include the famous Indy theme?

"We've used Martin Walker and asked him to come up with a piece that gives the feel of Atlantis whilst still being Indy. What he's produced is a tune that's a bit watery in terms of sound but he's managed to include the Indy rift as well - we're very pleased with it.

The game will be available on a multitude of formats, would the 8-bit versions have to be changed? "They'll have the same maps and pretty much the same features too. Only the graphic detail will have to be reduced."

### LET ME TELL YOU A STORY

Indiana Jones and the fate of Atlantis looks as though it really could become the first game that's been made into a movie. Apparently messers Lucas and Spielberg are busy with other projects at present but there's nothing to say Indy 4 won't appear later.



Right to left: Chris Gibbs (design and graphics), Jon Dean (design and co-ordination) and Fred Gill (programming)





# on to detail

For now you'll have to be content with the Dark Horse comic book and the game. Meanwhile, here's how the storyline goes.

The forth Indy adventure sees our hero up against his oldest foes, the Nazis. Whilst lecturing at Barnett College in the summer of 1939 Dr. Jones is approached by a foreign gentleman baring a strangely familiar key. Matching the artefact with a statue located in his storeroom Indy reveals a most interesting discovery; a glowing piece of ore, later confirmed to be orichalcum.

A rare and legendary element, orichalcum has the same qualities of uranium but without the nasty radioactive side-effects. Seizing the lump of ore, the foreign gentlemen escapes. Not, however, without leaving his wallet.

Confirming his identity as a Nazi agent, Klaus Kerner, Indy approaches his old friend, and Atlantean expert, Sophia Haggood with the orichalcum. Learning of the Nazis' plan to discover the source of the ore both Indy and Sophia set of to discover the fate of Atlantis.



## LEVEL BY LEVEL

*Indiana Jones and the fate of Atlantis features five distinct levels. The aim of each level is to guide both Indy and Sophia to the designated exit having solved all the necessary puzzles. En-route you'll also have the opportunity to grab various items that could come in handy later on.*



### LEVEL 1: THE CASINO, MONTE CARLO

Having discovered the Nazis' intentions you travel to Monte Carlo where you meet up with a Casino owner whose hobby is collecting Atlantean artefacts.

Naturally this guy won't just give you what you want - you'll have to pay for them! Whilst avoiding the various Nazi guards you must gamble on the roulette tables until you have enough cash to get what you need.

not nailed down. This level can be exited when you discover a secret lift that lowers you to a secret dock where a waiting submarine lies.



### LEVEL 3: THE NAZI SUB

Once aboard the sub your first task will be to either disarm or destroy a primed time bomb. If you manage this before the bomb blows up you can explore the sub.



### LEVEL 4: THE GREEK ISLAND

Starting on a rickety jetty you must locate the entrance to Atlantis. This portal takes the form of a cave, you must however be on the right island if you are to descend into the fabled city.

The island is inhabited by natives who are none too happy at having been disturbed. You must collect items needed to pacify the leader before he'll let you even enter the caves.

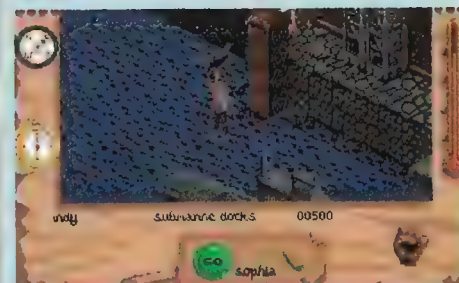
### LEVEL 2: NAZI NAVAL BASE

Indy and Sophia trace the Orichalcum to a Nazi Naval Base. Before searching the joint you'll need to break in. Once you're within the compound you'll need to avoid the patrols while collecting everything that's



### LEVEL 5: THE LOST CITY OF ATLANTIS

On the final level you have to... we can't spoil it and tell you, now can we? Safe to say your mission is to stop the Nazis no matter what it takes.



Indiana Jones and the fate of Atlantis features a whole host of collectable goodies. Picking all the items up is not essential but it certainly makes life a whole lot easier. The only trouble is you'll have to decide who should hold onto what.

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Some nicely varied cheats this week, although I've been receiving a lot of dodgy ones again! The number of people who seem to just copy out the cheats we printed a couple of weeks ago is unbelievable! We can tell when you've done that you know! If you've got some nice juicy new tips send them to: Tip-X, Games-X, Europa House, Adlington Park, Macclesfield, SK10 4NP

## MIDNIGHT RESISTANCE

- SEGA MEGA DRIVE



On the title screen hold down buttons A, B and C and then start. When the game begins you will have received a wonderful level skip ability! To jump from level to level, pause the game and press button A.

## MICKEY MOUSE - GREMLIN

Another Disney game! You've been beavering away with the big eared squeaky guy haven't you? On this aging ST game type in 61315688 during the game and you can then hit f2 to open a door to the subgame, f3 to start a fight with the witch and f4 to refill your water pistol!

## LEMMINGS

- PSYGNOSIS



PC



In our ongoing backwards progression through the different stages of Lemmings here are all the codes to the tricky levels:

- |                |                |
|----------------|----------------|
| 01: LCANNMFPDM | 16: MDCIJNMOEP |
| 02: CINNMFLQDV | 17: MCANNMDPEM |
| 03: CAJJLDMBEV | 18: CINNMDQMEV |
| 04: IJJLDMCCEO | 19: CAJJLFLBFY |
| 05: NJLDMCADEL | 20: IJJLFMCCFR |
| 06: JLDMCINEEU | 21: NJLFMCADFO |
| 07: LDMCAJNFEN | 22: JLFMCINEFX |
| 08: DMCIJNLGEW | 23: LFMCAJNFFQ |
| 09: MCANNLDHET | 24: FMCIJNLGFJ |
| 10: CINNLDMIEN | 25: MCANNLHFHW |
| 11: CAJJMDMJEO | 26: CINNLFMIFP |
| 12: IJJMDMCKEX | 27: CGJJMFOJFV |
| 13: NJMDMCALEU | 28: IJJMFMCKFK |
| 14: JMDMCINMEN | 29: NJMFMCALFX |
| 15: MDMCAJNNEW | 30: JMFMCINMFX |



## MANCHESTER UNITED - KRYSALIS



If you're losing a game while playing, simply press the appropriate key to start a two player game and the opposition will freeze! Fairly obvious stuff really but if you want to be a dirty rotten cheat, there you go! Easy!



## CASTLE OF ILLUSION



The old Mega is proving to be really popular this week! Another one here from Barbara Gallard in Surrey. When the level completed screen appears keep pressing the very quickly, a screen will eventually pop substituting that you have received a bonus life. Not really a full blown cheat, but nevertheless a copy in the right direction.

## AMSTRAD CHEATS

- AMSTRAD



An obliging young fellow by the name of Adam Walczak has kindly sent us in a huge heap of CPC cheats, so rather than just printing a little box for one of them, here's a great gaggle of the little beggars.

First off is GHOST HUNTERS. Press delete to pause the game and then type in COMPLEX. This will top up your energy and allow you to skip to any level using A to Z.

The codes for SAVAGE from Firebird are as follows:

Level 1: SABATTA

Level 2: FERGUS

On TEMPEST press Q and A on the start screen to change level. For a level skip on TURBO BOAT SIM, press pause and CLR together. To begin where you left off on BEDLAM, press COPY on the title page.



# BLADE WARRIOR PLAYER'S GUIDE

Blade Warrior is a hack 'n' slash epic - with brains. It's not simply a case of chopping up the obnoxious nasties because you've got nothing better to do. Casting spells and trading also play their part to make our man in black a demon slaughtering hero.



## DEALING WITH THE WIZARDS



### WEST WIZARD

The west wizard is probably the most useful in the early part of the game. Obtain the necessary travel spell and your first artifact, the talisman of the moon. Later, trade for the smoke and earth spells by using air element ingredients. He desires the ring, found near to the south wizard's tower!



### PALACE WIZARD

You don't need to engage in lengthy dealings with this one, but you do need his fragment. You have to present the banshee wail, conjured up with difficulty by casting the earth spell six times on the east wizard level!



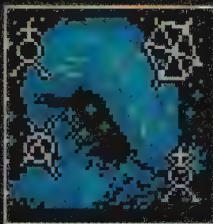
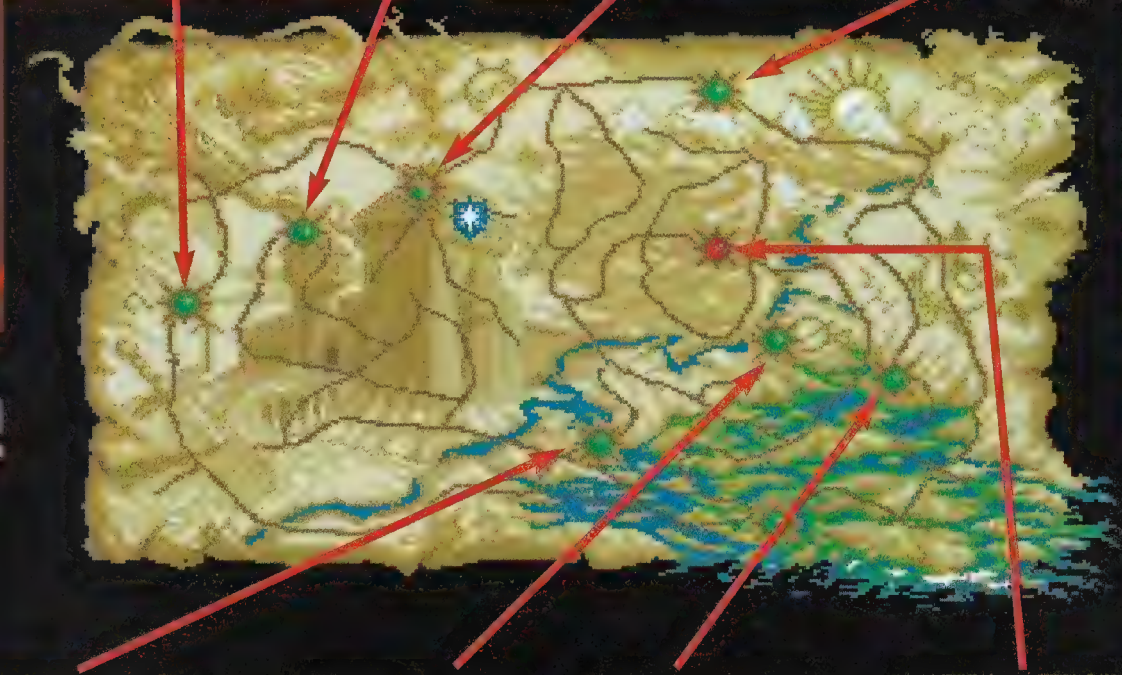
### NORTH WIZARD

The north wizard is particularly arrogant, yet quite happy to accept the talisman of the moon for his fragment, which you should have collected earlier from the west wizard.



### PINE WIZARD

The pine wizard comes across as an aloof sort so. You can trade general spell ingredients for one of the stone flutes, and the name for the veritas leaf from the top north-east corner. He demands the fish sparkle from the swamp wizard's level!



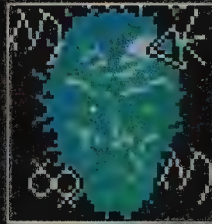
### STONE WIZARD

Stone wizard wields another stone flute. Although you only need one to complete the game, it does help to build up your power. He wants the crystal from the hornets' nest, which requires the smoke spell and an attack



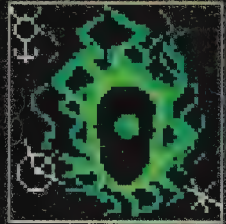
### SWAMP WIZARD

Swamp wizard retires early on in this game. Once you've picked out the amulet of ginti from the north path on the sorcerer's tower level, you can exchange it for his piece of the tablet.



### EAST WIZARD

This wizard plays dirty - he wants two artifacts. You have to trade the helmet for the travel spell (which you should have already got!) and then the name from the pine wizard in order to collect his piece. However, the helmet has first to be offered for the spell.



### SORCERER

You only need to visit him at the end, armed with all the tablet fragments to power up your sword for the final confrontation with Murk. Visit him anyway for general tips and a decent full healing.

The shaebw warrior. The more artifacts you collect and retain, the greater his defensive and attacking power, shown by the number of blue stars on the sword and shield

The ring is found in the south wizard level, bottom left path

The veritas leaf is found at the far north-east corner of the map

Stone flutes. There are two in the game, but you only need one to successfully reach the end. These are to be bartered

Barter with the west wizard, using spell ingredients, for the talisman of the moon

## BLADE'S BITS 'N' BOBS

The helmet is gained by trading one of the stone flutes with the north wizard

The name needs to be collected from the pine wizard in exchange for the veritas leaf

The talisman of the sun is found waiting for you down by the central path, south of the north wizard

The orchid is another item you don't need to finish the game, but it's pretty anyway. Found nearby, through a few gates, near the palace wizard



The tablet collection, with each piece earned from various wizards. When complete, take it to the sorcerer

Gint's amulet is actually a floating eye. It is also the only artifact you have to battle for, against a group of psychotic skeletons on the path, north of the sorcerer

Cast a smoke spell and attack the hive to retrieve the crystal from the hornets nest, found through the gate, left of the pine wizard's tower

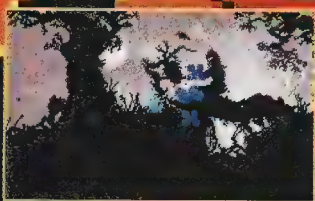
You usually find key lists at the end of pathways. They help to ward off problems when you're caught locked out with no travel spell left

Swamp fish sparkle from the swamp wizard's level

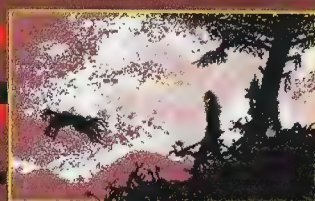
You don't need the hummingbird to complete the game. It's a pain to find and catch anyway

The banshee wall requires some special spell casting around the east wizard's tower

## SPECIAL TIPS FOR A SUCCESSFUL KNIGHT



Getting the crystal is baffling at first. It is hidden in the hornet's nest and you have to cast the smoke spell to quieten down the little mites before hacking away at the hive



Getting the banshee wail is tricky. You need to cast the earth spell at the flying banshees on the east wizard's tower level. Follow on with six earth spells to make their voices break free



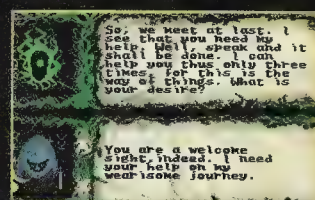
Scrapping with Murk is an unnecessary luxury until the final conflict. He's easy to kill at first, but he'll return stronger and stronger every time. Avoid him so that he'll be weak at the final meeting



Fighting causes many problems. When you first come into contact with monsters, run. On gaining your confidence, you should be able to learn which attacks are the most successful. I've found the diagonal thrust to be the best



Magic casting is the nicest feature of Blade Warrior. However, you only need to learn four spells to complete the game: the travel spell for quick movement; heal, for obvious reasons; and the smoke and earth spells to get the artifacts



You've done your fieldwork, now it's time to visit the big wizard, the sorcerer. He'll kindly heal you, and revamp your sword into one mean demon killer. Kill off the slimy sucker, then go home for tea

## GENERAL TIPS FOR DEMON KILLERS

**1** Pick flowers and plants instead of hanging around. This builds up your spell casting ability and also a currency with which to deal with the wizards

**2** Avoid going through gates willy-nilly. You'll only get lost at first, and the game increases tenfold in toughness

**3** Try not to use all the ingredients while preparing the spell, and don't offer too many to the wizards. Try and get away with offering the bare minimum of ingredients before going the full hog

**4** Wizards have their pet favourite element, but it is safer to offer a wide choice rather than have the door slammed in your face

**5** Spell ingredients are more abundant in certain places than others. A wander around will show you the likely spots where you can return to again and again

**6** To build up your defence and attacking power, hold on to your artifacts for as long as you can, before unloading them onto the wizards

## ESSENTIAL INGREDIENTS

Mandrake



Frog



Web



Rat



Potion



Bat

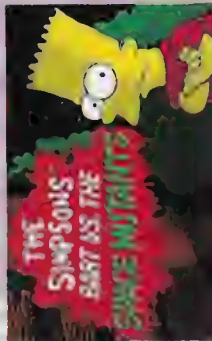
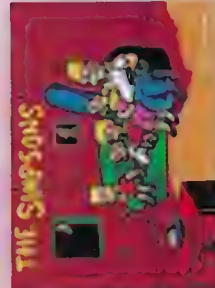


# BART SIMPSON PLAYER'S GUIDE

*With this game smacked straight into the latest Amiga bundle a lot of new computer owners will be ripping their hair out in anger at the infuriating gameplay. Luckily we are about to give it the Games-X treatment just for you...*



**Bart's Level 1 Shopping List**  
**Spanner x 1**  
**Rocket x 5**  
**Cherry Bomb x 1**



## LEVEL ONE: PINK OBJECTS



**1** There are loads of objects of this type to be found all along the level, for the main part bins, fountains and fire hydrants. All Bart has to do is spray them with a can of environmentally friendly paint!

**2** Showing at the Springfield cinema is a film called Space Mutant 4. It has a pink coloured sign which can also be sprayed red to avoid it being taken and used by the mutants

**3** Children's toys lie in somebody's back garden. Now Bart can't jump over the fence or he'll get caught. Simply walk over the washing lines overhead and the white sheets will fall and cover them up

**4** Buying a boy and heading back to this door will reveal a secret warp to Springfield retirement home, a letter stage in the level. This can come in useful



**5** Plant pots are quite difficult to work out. Spraying is the answer but when you stand next to it the paint does nothing. The trick is to stand below them and jump up while spraying. The pot should then turn red, easy peasy

**6** The local sweet shop has, what else, a pink window shade. There are two ways to change this. You can do it the simple way by jumping up there and kicking the paint pot over it or knock the ball upwards onto it

**7** Inside the pet shop you'll find a pink breed of parrot. To get rid of this, stand on top of the window on the left hand side and throw a cherry bomb. When it explodes the bird should fly off

**8** The park keeper always seems to be missed by the gamer. To make him appear simply jump on the grass near the 'keep off' sign and give him what for with the spray can. Remember to jump over him when you finish

**9** Set atop Jebediah Springfield's statue is another pink birdy. To get this, place a rocket at a 45 degree angle to the bird and fire it. It should hit and a cryptic clue will appear at the bottom



**10** At the Bowlarama you'll notice that it has a pink sign. To switch on the flashing sign simply fire a rocket into it from the left hand side

**11** These three little mutant meenies are a right pain to get past. Try to learn the pattern of their bounces and run underneath them. Beware of them pausing on the ground

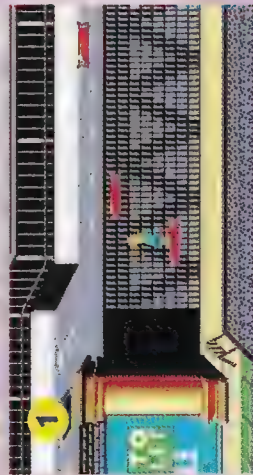
**12** Bushes appear in the background all the way on the level. They are not just pretty scenery though. Jump up in front of them and a coin may be yours. But beware, a bee may appear instead!



**13** Finally we have the Springfield Retirement home. Here you'll notice three pink window blinds. Blow these up in the usual manner with the rockets

**14** The end of level character is unbelievably simple to kill. All Bart needs to do is stand and fire to the right. He will eventually die. Shouldn't these things be difficult?

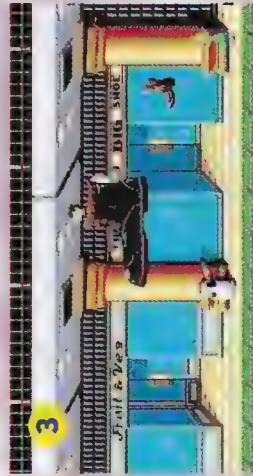
## LEVEL TWO: HATS



Near the start of the game you'll get these seemingly impassable platforms to negotiate. They are actually very simple, although the third platform is unreachable. To cross, simply jump upwards when the second platform is at its highest point. This will trigger a hidden switch and the platform will carry you over, I found this a very cunning little puzzle to solve!



Throughout the level there are many characters to kill and each will make you think it's the end-of-level nasty. They walk backwards and forwards, occasionally stopping to throw something resembling a deadly pack of cards at you. Jump over this or you'll lose a hit point. Killing the baddy couldn't be easier! Leap up and land on his head



There was an old man who lived in a shoe (or was it a woman?) Oh well! This big shoe bounces around and tries to flatten poor Bart. In order to overcome this oversize Doc Marten slipper, jump on the pilot's (?) head three times when it's at its lowest point. Try to move right when it lands or you'll end up as a sticky mess on the floor of the shopping mall (Not nice!)

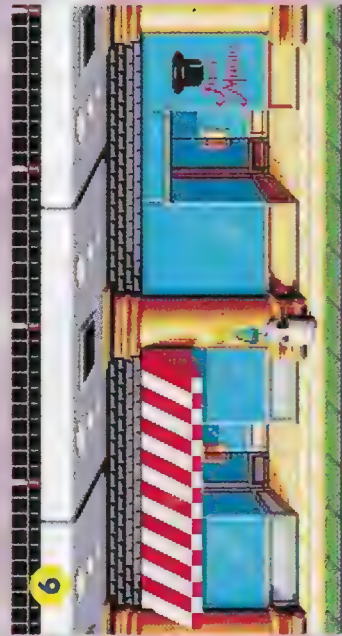


Don't try jumping over these rabbits as you are able to collect the hats underneath and complete two of the level tasks. Timing is the key and remember that there is just enough room for you to stop and wait in the middle for the second bunny to bounce over head height. There are another two flurly little rabbits further on



These platforms are a lot easier to cross than the red ones at the start. Simply jump across them to the other side. The hardest point you'll find is getting onto the first platform which has to be timed. Once you're on that one it's plain sailing.

If you should fall Bart will come to his demise in the non-drying cement below. Mmmmm! Lovely!



A magician blocks your route to the end of the level. He is perhaps the hardest of all the mid-level guardians as he has a horrid tendency to warp to different areas of the screen.

Jump on his head a number of times to rid yourself of this violent burden and just for good measure try jumping in front of the hat in the shop window and you'll get a bit of a shock



The end of the level is very hard indeed which makes a change from the end of the first! This bloke moves left and right at the top of the screen dropping packing crates onto you.

To kill him jump on the crates when they are on the ground and knock them upwards. You need to hit him a number of times to succeed in this very difficult task

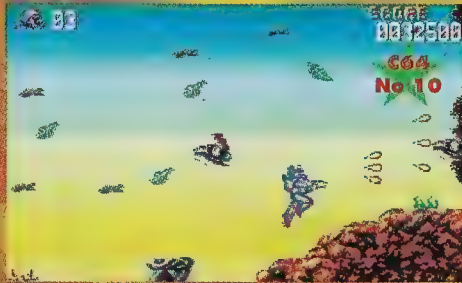
Games-X brings you the full price and budget software

# G A M E S - X

**O**ld false face himself storms into the budget chart at number six. Yes that singer(?) and dancer, Michael Jackson, has taken his **Moonwalker** into the homes of millions. (You poor, unfortunate souls!).

In the Spectrum chart, Ocean's collection of cute coin-ops leaps **HeroQuest** and **Dizzy Collection** to take over the top slot. Down below **Viz** and **Power Up** return for yet another attempt for success. You'd have thought they'd have had enough by now.

**Thunderhawk** holds on at the top of the Amiga chart for another week and **Man United** clings to the number three position. **Gods** is back at number 10 and with the football season underway we have



brought the **Kick Off** fans back out of hibernation to buy **Final Whistle**. Oh the tediousness!

US Gold are dominating the PC chart. With

**SWOTL**, **JetFighter 2**, **Gauntlet 3** and two **Links** packages they are occupying 50 per cent of the positions and that's pretty impressive.

**Castles** and the **3D Construction Kit** are amongst the games coming back into the limelight.

The game at number one on the Amstrad chart no longer qualifies to have its name passed through my lips or my keyboard! An excellent re-entry for Psygnosis' classic **Obliterator** and I didn't even know it was out on the Amstrad!

Four compilations are still hanging around, but I suppose they do have good value for money.

**Flight of the Intruder** slips up badly at the top of the ST chart and falls right down to number five,

1	◆	<b>THUNDERHAWK</b> House: CORE DESIGN Team: MARK AVORY
2	▲	<b>EYE OF THE BEHOLDER</b> House: US GOLD Team: SSI
3	◆	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
4	▼	<b>MONKEY ISLAND</b> House: LUCASFILM Team: IN HOUSE
5	▼	<b>PGA TOUR GOLF</b> House: ELECTRONIC ARTS Team: LEE ACTOR
6	▼	<b>F15 STRIKE EAGLE 2</b> House: MICROPROSE Team: MPS LABS
7	◆	<b>RAINBOW COLLECTION</b> House: OCEAN Team: VARIOUS
8	★	<b>FINAL WHISTLE</b> House: ANCO Team: DINO DINI
9	★	<b>LIFE AND DEATH</b> House: MINDSCAPE Team: SIMON J BEAL
10	★	<b>GODS</b> House: RENEGADE Team: BITMAP BROTHERS

1	▲	<b>MIDWINTER 2</b> House: RAINBIRD Team: MIKE SINGLETON
2	▲	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
3	◆	<b>RAINBOW COLLECTION</b> House: OCEAN Team: VARIOUS
4	★	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
5	▼	<b>FLIGHT OF THE INTRUDER</b> House: MIRRORSOFT Team: SPECTRUM HOLOBYTE
6	▲	<b>VIRTUAL REALITY 1</b> House: ELITE Team: VARIOUS
7	▼	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
8	▲	<b>F19 STEALTH FIGHTER</b> House: MICROPROSE Team: MPS LABS
9	★	<b>F15 STRIKE EAGLE 2</b> House: MICROPROSE Team: MPS LABS
10	▼	<b>GODS</b> House: RENEGADE Team: BITMAP BROTHERS

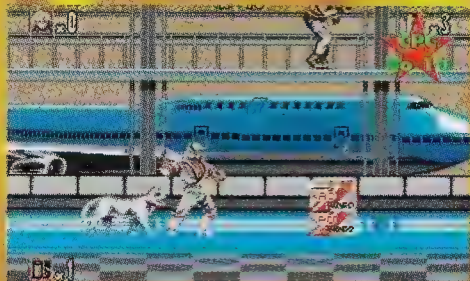
1	▲	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
2	▼	<b>RAINBOW COLLECTION</b> House: OCEAN Team: VARIOUS
3	◆	<b>HEROQUEST</b> House: GRENLIN Team: 221B
4	▲	<b>BIG BOX</b> House: BEAN JOLLY Team: VARIOUS
5	▲	<b>CREATURES</b> House: THALAMUS Team: APEX BROTHERS
6	▼	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
7	▲	<b>SUPREMACY</b> House: VIRGIN Team: PROBE
8	▼	<b>F16 COMBAT PILOT</b> House: DIGITAL INTEGRATION Team: DI
9	★	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
10	★	<b>TURRICAN 2</b> House: RAINBOW ARTS Team: FACTOR 5

1	▲	<b>RAINBOW COLLECTION</b> House: OCEAN Team: VARIOUS
2	◆	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
3	▼	<b>HEROQUEST</b> House: GRENLIN Team: 221B
4	▲	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
5	▼	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
6	◆	<b>F16 COMBAT PILOT</b> House: DIGITAL INTEGRATION Team: DI
7	★	<b>VIZ</b> House: VIRGIN Team: PROBE
8	★	<b>POWER UP</b> House: OCEAN Team: VARIOUS
9	▼	<b>MULTI PLAYER SOCCER MANAGER</b> House: D&H GAMES Team: IN HOUSE
10	▼	<b>GOLDEN AXE</b> House: VIRGIN Team: PROBE



are charts exclusively from Gallup

# H A R T S



leaving space for Midwinter 2 at the top once more. Lemmings shoots back up to number two proving that good games are always appreciated in the charts.



However, that game which I cannot mention featuring four blasted creatures that I cannot stand is back again at number four! BUY SOMETHING ELSE!!

## TEAM TALK

Brian has made everyone suffer the sight of his legs this week by wearing a completely ridiculous pair of shorts. Thankfully it was for only one day as he says his "jeans were in the wash"! A likely story! He's also preparing for his driving test on Friday so pedestrians be warned!

When asked what games everyone was playing there was a poor response. Alex said that he is far too busy. Nick said the same and returned to Mega Jo Mania (lying toad) and John only plays games when he reviews them.

Feergus, the rugby season now in full swing, has begin to look a bit fierce. His chin is unshaven for the first time since he joined us and he can't play games without a cheat mode either!



1	▲	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
2	★	<b>OBLITERATOR</b> House: PSYGNOSIS Team: IN HOUSE
3	▲	<b>HEROQUEST</b> House: GREMLIN Team: 221B
4	▼	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
5	▼	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
6	★	<b>POWER UP</b> House: OCEAN Team: VARIOUS
7	★	<b>RAINBOW COLLECTION</b> House: OCEAN Team: VARIOUS
8	★	<b>TOTAL RECALL</b> House: OCEAN Team: IN HOUSE
9	▼	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
10	◆	<b>SHADOW DANCER</b> House: US GOLD Team: IMAGES

1	◆	<b>SECRET WEAPONS OF LUFTWAFFE</b> House: LUCASFILM Team: IN HOUSE
2	▲	<b>JETFIGHTER 2</b> House: US GOLD Team: BOB DINNEMAN
3	▲	<b>LINKS</b> House: US GOLD Team: SSI
4	★	<b>CASTLES</b> House: ELECTRONIC ARTS Team: INTERPLAY
5	★	<b>FUN SCHOOL 3 (5-7)</b> House: EUROPESS SOFTWARE Team: IN HOUSE
6	▼	<b>COLOSSUS CHESS X</b> House: CDS Team: IN HOUSE
7	▲	<b>GAUNTLET 3</b> House: US GOLD Team: SOFTWARE CREATIONS
8	★	<b>3D CONSTRUCTION KIT</b> House: DOMARK Team: INCENTIVE
9	★	<b>F19 STEALTH FIGHTER</b> House: MICROPROSE Team: MPS LABS
10	★	<b>LINKS (PINEHURST)</b> House: US GOLD Team: SSI

1	◆	<b>NEW ZEALAND STORY</b> House: HIT SQUAD Team: CHOICE
2	◆	<b>BUBBLE BOBBLE</b> House: HIT SQUAD Team: SOFTWARE CREATIONS
3	▲	<b>CABAL</b> House: HIT SQUAD Team: SPECIAL FX
4	▲	<b>DIZZY PANIC</b> House: CODEMASTERS Team: OLIVER TWINS
5	▼	<b>SHINOBI</b> House: MASTERTRONIC Team: BINARY DESIGN
6	★	<b>MOONWALKER</b> House: KIXX Team: IN HOUSE
7	▲	<b>QUATTRO SKILLS</b> House: CODEMASTERS Team: VARIOUS
8	▲	<b>FOOTBALLER OF THE YEAR 2</b> House: GBH Team: IN HOUSE
9	▲	<b>DRAGON NINJA</b> House: HIT SQUAD Team: OCEAN FRANCE
10	▼	<b>MAGIC LAND DIZZY</b> House: CODEMASTERS Team: OLIVER TWINS
11	▲	<b>IMPOSSAMOLE</b> House: GBH Team: CORE DESIGN
12	▼	<b>DOUBLE DRAGON</b> House: MASTERTRONIC Team: BINARY DESIGN
13	▲	<b>FANTASY WORLD DIZZY</b> House: CODEMASTERS Team: OLIVER TWINS
14	★	<b>THE GAMES: SUMMER EDITION</b> House: KIXX Team: EPYX
15	▼	<b>MULTIMIXX 1 GOLF</b> House: KIXX Team: ACCESS

- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-Entry

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## WORLD CLASS RUGBY UNION

AUDIOGENIC  
£12.99 OUT SEPTEMBER



**B**eing released just in time for the Rugby World Cup, at which time we'll probably lose Feargus for many days of international service(!), this game should sell well enough because of the sport alone.

Having been programmed by the capable people at Denton Designs, who were behind such hits as The Great Escape and Where Time Stood Still, you can certainly be sure of a good graphical game here.

Featuring every bit of the modern

sport, except for the fights, this truly is a good representation. The control method takes some getting used to but, once sussed, you're in for a treat.

World Class Rugby doesn't stop there. The game is immensely playable and very fast, although a few little bits are too complicated for the non-rugby player like me.

Rugby fans should love this, the Kick Off of ruggar games in my opinion, due to great speed and playability. It is very addictive and a lot of fun to master, especially with a friend! Well worth purchasing for all you budding Feargus's out there.



**X-RATING: XXXX)**

*Well, well, well. It's shorts weather again. Everyone in the office is being subjected to my lovely, lily-white, hairy legs. (Aren't we the lucky ones! - Ed) Anyway, this week's stunning little Speccy page is on its way, showing absolutely no signs of such repulsive delights! Open your eyes and read on...*

**B**udget maestro CodeMasters is set to release one more great title, sadly not another Dizzy game. Miami Chase is a clone of the classic coin-op APB.

You play a maverick cop who has been given the trifling task of cleaning up the entire city. Available soon at the usual CodeMasters price of £3.99, look for a review next week.

The Hit Squad's next release due this month is Xybots, the conversion of the Atari coin-op of the same name.

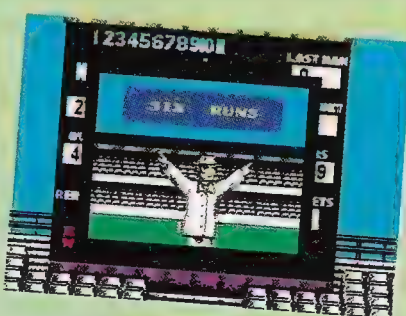
It sees you and a friend running around hundreds of levels, blasting alien scum out of the way with your big guns. Available for the normal £3.99, it should be in the shops about now.

## WORLD CRICKET

ZEPPELIN  
£3.99 OUT NOW

**W**hat better time is there to release a cricket game than after the season has finished? I certainly can't think of any! Zeppelin's latest release follows this relaxing sport to the full.

World Cricket views the sport from the management side of things, while the matches are watched by looking at the scoreboard. Occasionally, a little



animation will show that a six has been scored or someone is out.

Graphically, the game is very colourful and pleasant to look at, with nicely drawn characters and icons. Sound effects too are fairly good and add to the feel of the game.

Unfortunately, there isn't all that much for the player to do which, understandably, lets the game down a little. At this price though, you can't really grumble.

**X-RATING: XXX)**

## GAUNTLET 3

US GOLD  
£11.99 d£16.99  
OUT NOW

**C**an the new 3D game style live up to the playability and speed of the previous two Gauntlet arcade conversions? US Gold has taken the gamble to find out.

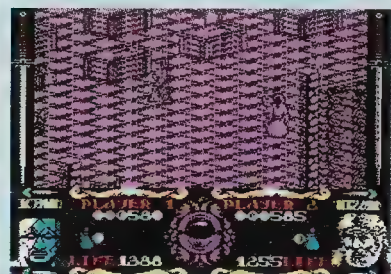


This time, the viewpoint isn't the only change. There are a whole host of new meanies, four more characters for you to choose from, and the gameplay has developed into a slight arcade adventure type.

The 3D graphics work quite well on the Spectrum and, despite being mostly monochrome, are nice to look at. Perhaps the choice of colours is a little too much to take. On the red background the sprite is very hard to see.



Sonically, the game is very entertaining, with a vast array of tunes to keep you going. These really add to the atmosphere of the game and make you want to play it a little bit longer, even though the effects are nothing particularly special.



This game doesn't really deserve the Gauntlet name since it isn't anywhere near as fast or playable. It would have stood up well without it though. Buy it for what it is - a great arcade adventure romp.

**X-RATING: XXXX)**

## R-TYPE TWOSOME

I have got R-Type for my Atari STFM. On level two there is this alien snake which I cannot destroy. Please can you help me?

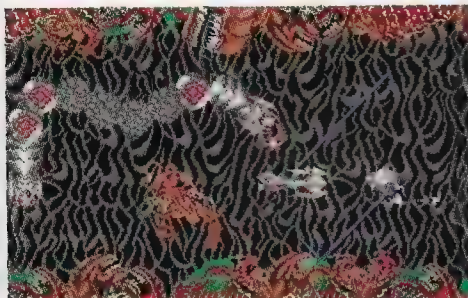
Stephen John Palmer, Derby.



I have recently purchased R-Type and I am stuck on level two. As soon as I get up to the Blasteroid thing, it blows me out of the sky, so please help me as my mum has a paddy when I get frustrated.

G Barlow, Bolton.

**Dr X:** I'm always glad to help a fellow games player, and in this case, the two of you. You are both stuck on the end-of-level guardian by the sound of it, but I think you are adopting the wrong attack strategy.



The snake cannot be destroyed, and therefore must be avoided. It slithers along the same route each time you play, so it is just a case of learning where it goes and staying out of its way.



The snake at the end of level two cannot be killed, but instead you must concentrate your fire on the blue eye at the top of the green body

Collect the blue lasers which reflect around the screen, position yourself just above the blue eye, and shoot whenever it opens.

As you both wrote lovely letters, I think I'll send you a whole batch of T-shirts. (Steady on, dearest, I think the sun has affected you - Auntie).

## OK, I SUBMIT (A MEMO)

I need help on Police Quest 1 again. You showed me how to arrest the drunk (you're a good, wee lad, doc) and then I took him to jail. Inside the prison, the silly woman from narcotics tells me a job is vacant to work alongside her.

Submit a memo, she says, but what does that mean? You have to tell me because I'm



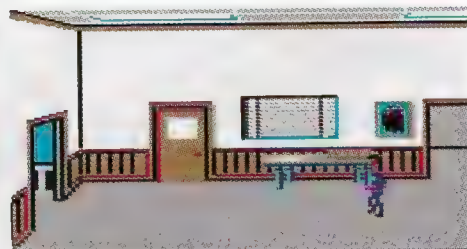
# Dr X

I hate going abroad. Give me a weekend in Torquay any time. I sat in a Portuguese airport for nearly 48 hours, being constantly hassled because they thought I looked suspicious! Silly foreigners, give them an Uzi and they think they own the place. Anyway, I'm back on home ground and refreshed, so keep your letters coming in to Dr X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.

coming close to eating the disk or throwing it in the rubbish bin.

Jocky Nelson, Dumfries.

**Dr X:** I may be in a good mood, but that still doesn't mean you can call me a wee lad. I'm glad my help was useful, and I have no doubt that I can aid you again.



To submit a memo you must first find the paper which is placed on the table in Lytton PD. Write the memo, then submit it by placing it in the nearby 'in' tray

By submitting a memo you will have the chance to take the job. Go to Lytton PD and pick up a memo sheet from outside one of the offices, I think they're placed on a desk. Write the memo and then submit it. Should all go well, you will soon be on the narcotics division.

## GT OR NOT GT

I have some questions to ask you and please could you answer them for me? I'm going to America in January and I'm hoping to buy a GT Engine or a Mega Drive.

Which would you recommend and how much would the Mega cost? Please could you answer these questions as I want to get rid of my Atari 2600.

Andrew Sewell, Liverpool.



NEC's GT Engine is an excellent piece of machinery and will run any standard PC Engine games card. The graphics are excellent and, what's more, it fits snugly into your palm

**Dr X:** An Atari 2600...snigger...sorry, there's absolutely nothing wrong with that excellent machine. First of all, the US Mega Drive, known as the Genesis, is not compatible in this country since it is regulated to NTSC, with which you will require a PAL unit.

However, if you still want to buy one they're about \$179. As for an adaptor, you can buy one (try Console Concepts), but you could chance your luck. This is why I recommend the PC Engine GT.

It accepts normal PC Engine cartridges, a massive selection of which are stocked by Console Concepts and other importers. It is quite an expensive hand held, but is ergonomically terrific, has excellent graphics and is, in my opinion, the best portable.

## NIKSTLITSELMUR

I am having terrible trouble with Sierra's King's Quest 1. What do you do to get the fiddle from the woodcutters? Also, what is the old gnome's name?

I have read the note from the witch's house, but what do I do with the gold walnut, ceramic bowl with the stew, gold egg and pouch of diamonds.

How and where do I use the magic ring and what do I do with the magic sceptre? Stuart Wenham, Earth. (I think - X).

**Dr X:** Ask a lot of questions, don't we. I can answer all of them, but if I do it will spoil the game for you. I managed to complete King's Quest 1 in under two hours, so it can't be that hard, eh?



King's Quest 1 is by far the easiest of the series with only one or two puzzling tasks. Some of you are still stuck, so once again I come to the rescue

Here are some tips to keep you going. To get the fiddle from the woodcutters, give them the ceramic bowl with the stew. (That's two questions answered already - X). The gnome's name is Rumpelstiltskin, but you must type it in backwards, so really it's Nikstlitselpmur.

# CONSOLE CONNEXIONS

Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

I'm writing this from a dingy bedsit in Earl's Court where I'm attending The Computer Entertainments Show - I don't know the lengths I go to for you and your news and tips but do you hear any complaints about these sacrifices? Is there ever a grumble from my lips? Do I ever...

## GAME BOY ASTEROIDS

This monochrome classic has made the journey onto Nintendo's portable, all thanks to Accolade. Well remembered by most veteran gamers, Asteroids has been deftly converted onto the Game Boy, and features all of those quirky little details that the arcade's original included and that we love so much.

Apparently the game is on super-version, but has

been criticised because it's far too old to compete with the likes of Castlevania and Super Mario Land. So you'll have to see for yourselves!

The plot is exactly the same - blast the huge rocks and the evil aliens into oblivion, but remember to keep an eye on your rear! Look out for Asteroids soon, as it should be available on import any time now.

## THE LYNX BLACK BOX

Ever wanted to see your favourite Lynx game on a full-size TV screen? Well thanks to Atari you can.

Their boffins have created a 'black box' which takes the screen image of the Lynx, pixelises it and then sends the new images off to a TV or monitor screen via a set of standard audio/visual cables.

A similar device is available for the Game Boy from Cameraica, although at the moment it is in limited supply and extremely expensive. So from now on you won't have people staring over your shoulder annoying you while they try to see what you're playing!

Keep your eyes glued to these pages for more info when we receive it.

## MADDEN ON THE FAMICOM

The popular John Madden's American Football is being converted onto the powerful Nintendo Super Famicom



by Electronic Arts, publishers of the original.

The game is said to include all the features of the Mega Drive versions but uses the machine's superior

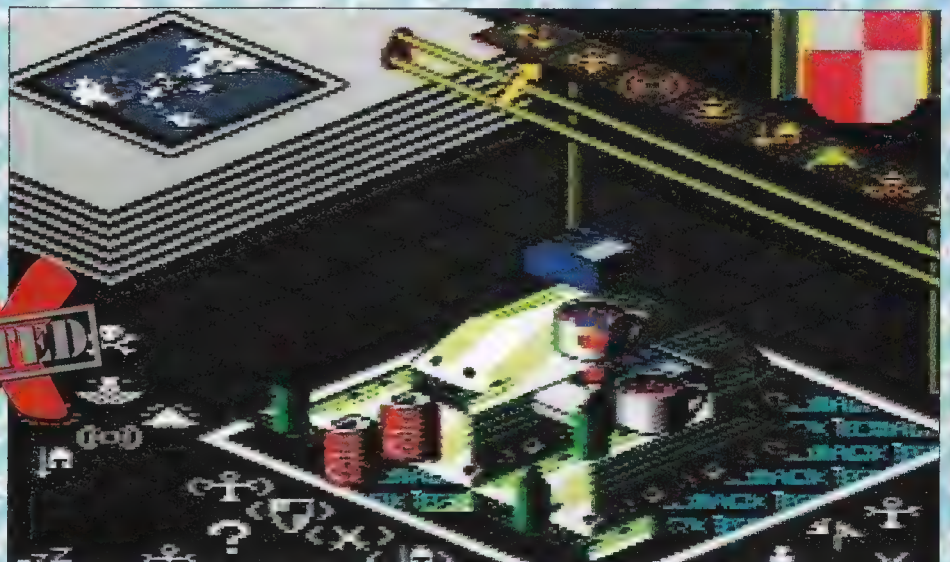
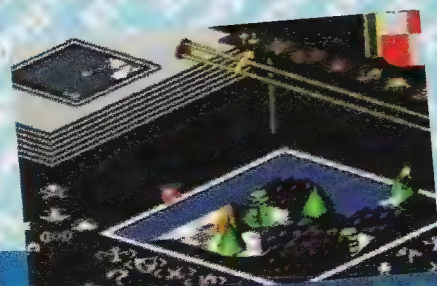
**GAME: POPULOUS**  
**MACHINE: MASTER SYSTEM**  
**SUPPLIER: TECMAGIK**  
**PRICE: TBA**

Populous is one of the most highly acclaimed games ever, and has won over 20 awards world-wide. Now Tecmagik have taken on the unenviable task of converting their old classic onto the 8-bit Sega Master System.

The game features 5000 worlds of mayhem, with different landscapes taken from both the original and the data disk. This means that the game includes the grassy plains, rock and lava, bitmap world, futuristic and desert among others.

Using a password to access levels, Master System Populous an exceedingly user-friendly game, with the D-pad scrolling around the play area, button one being the 'execute option' button and toggling through the various modes using button two.

The aim of the game is to build a fertile land where your band of merry people can live. You must constantly change the lie of the land so your army can increase in size and power, and when you feel ready you can charge across the land and attack the enemy forces.

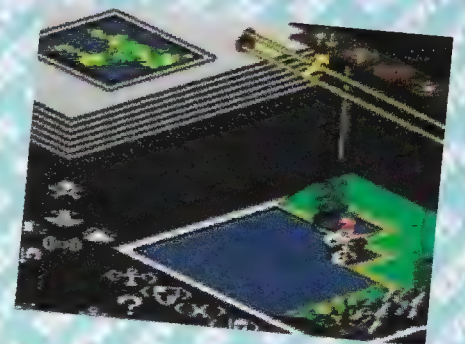


On the other hand, you can be particularly nasty and cause a disaster in the enemies settlement. You can also cause earthquakes, floods or even set off a volcano depending on your mood.

After you have built up your army to a powerful status, you can start sending knights out to conquer enemy installations while you concentrate on other things. There are a whole host of other features that allow you to play God over your own world!

Tecmagik has done an excellent job in converting Populous to an 8-bit machine. The game is really easy to play, and thanks to the extremely well thought-out control system is quick to execute any orders.

It makes for an entertaining time and on the whole it's an excellent product, yet another Tecmagik product that is well worth a look.



**X-RATING: XXXXX**

**Gameplay: 16/20**  
**Lastability: 17/20**  
**Presentation: 14/20**

Mode 7 graphics capabilities. The end result is absolutely mind-blowing!

For those of you who haven't played the classic Mega Drive sports simulation, John Madden is superbly playable and features a massive variety of plays, and due to the long list of rules supplied, recreates a realistic sim of the real thing but without the bruises! No release date as of yet, but should be around some time in the Autumn.

### GEAR GAIDEN

Following the review of this excellent beat'em-up in last week's Games-X, Sega have announced plans to convert Ninja Gaiden to their portable, the Game Gear.

The game will include the majority, if not all, of the levels the original features, and will also have the end-of-level guardians that attack Ryu Hayabuse so viciously in the arcade. At the moment the game is due for release in the States shortly, so expect to see grey imports soon with the official release to follow.



### MEGA SWAMP THING

The awesome comic book character is being converted onto the Sega Mega Drive, allowing fans to take on the sheer power of the anti-hero. Swamp Thing will be a horizontally scrolling action game where you must outwit or overpower the might of the evil scientist hot on your tracks.

Graphically the game is colourful, and has some good effects. Swamp Thing has the ability to change shape, which is a nice addition. Unfortunately it is a little on the slow side at the moment, but things could still change.

### PIT FIGHTER

Pit Fighter is one of the first beat'em-ups to actually use digitised graphics as the main sprites. The Mega Drive incarnation also provides the excellent graphics of the arcade original, but unfortunately it's horrendously slow at the moment.

Tengen are hoping to rectify this, and will offer a choice of three fighters to the player; the first a wrestler, next Kato the kick-boxer and finally a boxer who sticks to the Queensbury rules, Ty. Pit Fighter is not due for release for quite some time, but the end result is looking pretty brutal!

### ROGER RABBIT

That comical cartoon character, Roger Rabbit, is being converted from the big screen onto the small screen of the Game Boy. Based on the movie classic, Roger Rabbit must use wit and ingenuity to defeat the evil Judge Doom.

Marvin Acme, the owner of Toontown, has called you into his office to tell you that Judge Doom is going to kill him. Just as he's giving you the deed to the town where all cartoon characters live, a gun appears into window, shots are fired and Marvin Acme slumps to the floor.

It is now up to you to find Jessica, as she holds Acme's last will. Roger Rabbit is shaping up nicely, and will be available on the Game Boy in the next few months, so keep your eyes peeled.

### THE SECOND LYNX

The Lynx 2 has finally been released, so from now on the more compact machine will be replacing Atari's existing chunky portable. The new machine is smaller

## GAME: JEWEL MASTER MACHINE: MEGA DRIVE PRICE: £31.00 SUPPLIER: CONSOLE CONCEPTS

**J**ewel Master is a horizontally scrolling beat'em-up where you are a muscle-bound hero with the power of the rings. Instead of punching the enemy's lights out you slip on a ring and cast a spell.

You can use two spells at any one time, one for each hand. The spell you have will depend on which ring you have on which finger.

For instance, you may have a fire on your index finger and a power spell on the middle digit. The combination of the two will make a fireball which shoots across the screen.

As well as offensive weaponry, you can collect rings which allow you to run faster, jump higher and build a temporary barrier around yourself.

Button A operates the left hand, button B firing the rings on the right. Finally, C will make the Jewel Master jump. Pressing START allows you to switch rings from finger to finger.

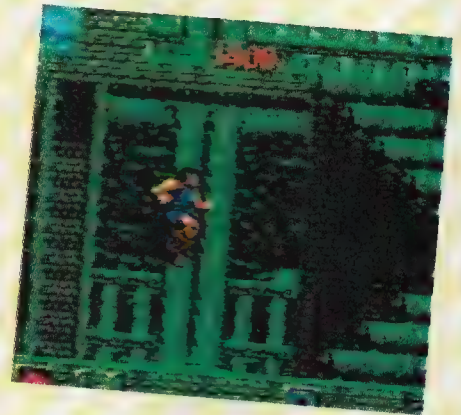
The game is set over numerous levels, each one including a vast array of enemies which attack viciously. Trolls lumber towards you, and goblins attack from behind with clubs. Birds swoop down, claws extended, and fish leap from rivers, jaws gaping wide.

Your journey will carry you across many types of terrain ranging from dense forest to the sweltering, barren desert.



At the end of the quest you will have to face the toughest battle yet, and you only have your deadly jewellery to assist you.

Jewel Master is a graphically impressive game, featuring over five levels of parallax. The sound is also pretty good and it is an enjoyable game to play. It is quite tough, but that only adds to the lasting appeal.



**X-RATING: XXXX**

**Gameplay: 14/20  
Lastability: 15/20  
Presentation: 17/20**





in width, but has been made slightly thicker to allow a good, solid grip.

The new console still takes six batteries and has a palette of over 4000 colours, but you no longer get a power-pack or California Games.

The unit still includes all the options the original Lynx features, such as flip screen to suit both left and right handed players, and although you can still link more than one machine together, the Lynx Link cable is now an optional extra.

The Lynx 2 is available directly from Atari or from most good retailers. Alternatively Concepts sell the unit for £95, or £120 with a game.

### HINTS & TIPS

#### POWERBALL - MEGA DRIVE

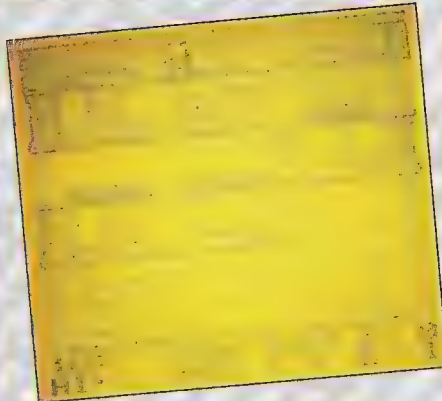
Not really a cheat, but amusing all the same. To access a sound test, go to the League continue screen and pick China. When the password screen appears, enter KWGEN. Hit START and you should be able to flick through the sounds at your will.

#### BLUE LIGHTNING - LYNX

Here is the code that will bring you to the final mission in Blue Lightning from Atari. Enter LIFE as the code on the password screen, then ready yourself as the enemy will send everything they've got at you.

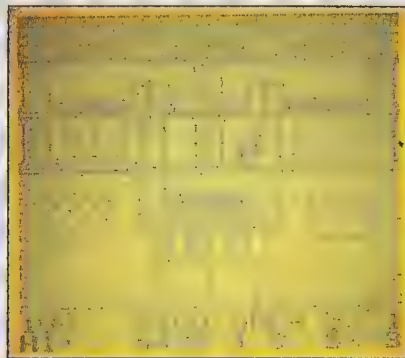
Thanks to:

Console Concepts, The Village, Newcastle-U-Lyme, Staffordshire, ST5 1QB. Tel: 0782 712759.



**GAME: BURGER TIME  
DELUXE  
MACHINE: GAME BOY  
PRICE: £24.00  
SUPPLIER: CONSOLE  
CONCEPTS**

**A**s the saying goes, if you can't take the heat, stay out of the kitchen. However, here's an action-packed kitchen for those who think they can



build big burgers and at the same time battle against evil hot dogs and red peppers!

Burger Time Deluxe is the latest edition from the smash series which first appeared many moons ago on the Intellelevision.

You are Chef Peter Pepper (not he who picked a peck of pickled pepper) and your job is to make burgers.

Not your ordinary bite-size snack, but giant burgers comprising of huge baps and a massive slab of meat! Using your skill you must run around Gigant-O-burgers, running up and down ladders to avoid the food fiends, and escape across the top of each ingredient.

When trodden upon, the piece of burger will drop, and eventually you have to form three burgers at the bottom.

To aid Peter in his eternal battle against the rogue food, he has a little pepper pot. You begin with five shakers, but this amount can be increased as you progress. They temporarily stun the enemy allowing you to pass. With four stages to each level and a total of seven levels in all.

Burger Time Deluxe is a dated game which is fairly playable, though quite monotonous. The basic idea is simple, but sadly it fails to be addictive.

**X-RATING: XXX**

**Gameplay: 11/20  
Lastability: 7/20  
Presentation: 10/20**

**GAME: CAPTAIN SKYHAWK  
MACHINE: NES  
PRICE: £29.99  
SUPPLIER: BANDAI UK**

**A**lien impostors have landed on the Earth, and plan to destroy our beautiful planet. In the remote areas of this planet, these evil invaders have built four land bases which drain the Earth's energy and feed it to their space station.

Soon the alien home base will have enough power to complete their laser cannon and vaporize the Earth, and there's only one person who can save our doomed lives - you.

You will fly a jet fighter created especially for

this mission, the F-14VTS which is able to carry a massive array of both air-to-air and air-to-surface missiles.

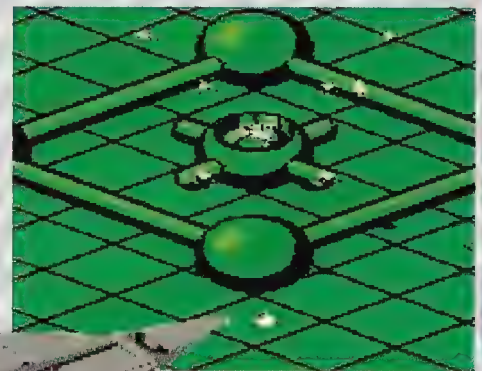
The action is viewed from above, and you must fly across a 3D isometric landscape destroying the ground installations and enemy aircraft with either your powerful cannon or the additional weaponry you can pick up at your space station.

Your basic aim is to destroy the four enemy bases and cut off their energy supply. During the main missions, you will have to complete smaller tasks in order to fly to the space station. These include dropping supplies to designated spots and rescuing scientists.

Captain Skyhawk is a playable shoot'em-up that is graphically good but lacks that certain addictive quality. On the whole, an average game which will appeal to shoot'em-up fans.

**X-RATING: XXX**

**Gameplay: 12/20  
Lastability: 10/20  
Presentation: 14/20**



**GAME: BILL & TED'S  
EXCELLENT ADVENTURE  
MACHINE: GAME BOY  
PRICE: £24.00  
SUPPLIER: CONSOLE  
CONCEPTS**

**T**he most bodacious movie of all time is now being screened on a Game Boy near you! Those most excellent dudes, Bill S Preston Esquire and Ted (Theodore) Logan have a real bogus situation ahead of them, as the heinous dude DeNomolos wants to change the future and is using the Grim Reaper and even Bill & Ted robots to help him!

Bill and his most distinguished colleague Ted must complete 10 non-triumphant adventures, each one consisting of five bogus quests - that makes a total of 50 stages in all!

The levels correspond with the different time zones used in the comical movie, the first being in Austria, 1805.

**EXCELLENT!**

Bill and Ted must fight their way through a war, and avoid Napoleon as he charges towards them. Next stop, New Mexico 1879. Billy the Kid is gunning for our outstanding dudes, and the only way out is in a box six feet under or by collecting the sheriff stars.

After that Socrates is coming for you, and the tranquil setting of Ancient Greece is far from calm. Grab the hourglasses and run! Medieval England next, followed by San Dimas 1,000,000 BC! Check out those cavemen, dude!

B & T visit the shopping mall but finally make it to the school room after

avoiding Ghengis Khan! You will now have to face the evil Bill and Ted robots before entering the abyss where Granny S Preston tries to slobber you with kisses.

Bogus! Paradise next, but this only slows up Bill and Ted before reaching the school concert.

Yup, if the two of them can collect guitars and outmaneuver many of the most heinous historical personages they will finally make their dream come true - playing in support for Iron Maiden in their group, the Wild Stalyns!

The game is an entertaining platform romp which switches alternately between Bill and Ted as they attempt to make it back to the school concert, with button A making them jump and B collecting or using a special object like a balloon or bomb.

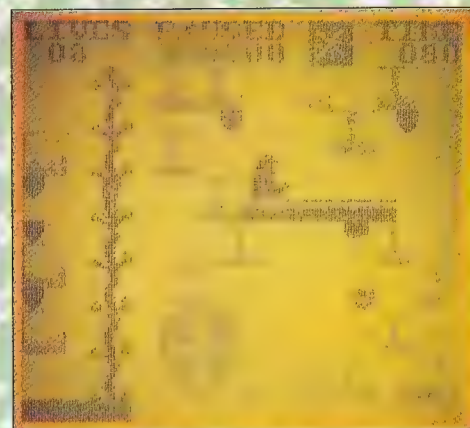
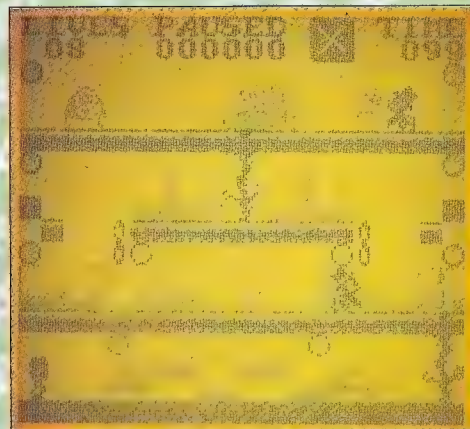
To exit a level, one of the dudes must collect all the items on that stage. A door will appear, and when touched the next stage will be accessed.

Bill and Ted is a truly excellent game, and includes bodacious graphics with sound even the Wild Stalyns would be proud of! The game reminded me of Manic Miner but in a more complex form, and it is extremely addictive and immensely frustrating!

The challenge is tough, but I recommend you grab a copy of Bill & Ted's Excellent Adventure and party on.

**X-RATING: XXXXX**

**Gameplay: 17/20  
Lastability: 16/20  
Presentation: 14/20**



**This week, Street Talk visits wonderful Wales. We decided to pop into a shop called Soft Centre in a town named Cwmbran. So what exactly were the Welsh getting excited about? Games-X was on the spot to find out...**

**This week in Cwmbran**

# STREET TALK

**Ian Smith (16)**

**T**he two machines I've got are the Gameboy and an Amiga. The Amiga has to be my fave, there are more games for it and I play it a lot more. On the other hand, the Gameboy is great for portability – you can play it anywhere.



My favourite game is Kick Off II for the Amiga. I can keep playing it for ages and just can't find a weakness to it.

I think that Tetris is the best thing on the Gameboy. I'm well and truly addicted to it.

**Chris Smart (17)**

**A**t the moment I haven't got a computer or console but wouldn't mind getting an A500.

Some of the games for the Amiga are really playable. I've had a go on F-19, Lemmings, Skate or Die, and Gods on a friend's Amiga.

Skateboarding is my true passion and, hopefully, the council are going to build ramps soon so we won't have to take up space, posing and careering in the streets.



**Har Ping Boey (15) (right) Lily Wong (16) (below left)**

**H**ar Ping – Hi there, I've got a C64, Spectrum and a NES. The latter is my favourite and the games are quick to load. I find Super Mario Brothers boring. I'm really getting fed up with it now and am itching for a challenge.

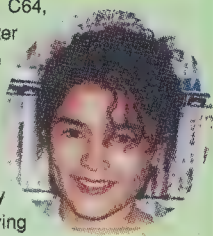


My hobby now is playing hockey, at which I represent the school and local club. I also like reading.

Lily – I've got a Megadrive, NES, C64 and a Gameboy. I love playing the Gameboy and think it's great since it's so small and portable.

My fave rave at the moment has to be Mickey Mouse on the Megadrive. Playing it is not a bad way to pass some time.

I'm going back to school on Wednesday and will be in the sixth form – I'm petrified.



**Steven Jolliffe (12)**

**A**t the moment I've got a C64.

It's alright and there's some good games for it, but what I really want is a Master System.

My favourite type of games are wrestling and fighting simulations. In my opinion, Hulk Hogan is the man to look out for.

I support Manchester United and my favourite player is Mark Hughes, mainly because he's Welsh.



**Lewis Jelly (10)**

**M**y Spectrum is about six years old now and I can only get budget games for it at the moment. My favourite has to be Ninja Gaiden. I like going around the different levels trying to rescue the princess.

I want to get an Amiga – it's brilliant. Although I'm not sure when I'll get one, I do hope that it'll be soon.

I support Liverpool and particularly like Ian Rush and John Barnes because they're both good players.

**Kevin Tilley (13)**

**W**otcha, I'm looking around for a new game right now. I've got an Amiga and it's totally brilliant.

The game I want is the one with the ape in it. What's it called again? Toki, that's it. I've played it in the arcades and it's got good graphics.

Iron Man Stewart happens to be my favourite game in that it is great to play with good graphics.

My hobby is watching and playing football. Liverpool is definitely the team to support and there is no doubt that John Barnes has the best skills going.



**Warren Eynon (11)**

**T**he system I've got is a C64 which is alright, despite its bad points. I'm into Turrican at the moment and would like to get Turrican II even though I haven't seen or played it yet.

I hate Test Drive, it has a high boring factor. Normally I don't mind racing games, but in this case the graphics aren't that good and the updates are slow.

I've been thinking about getting an Atari Lynx. They're much better than the other hand helds available and although I haven't played on one yet, I've seen one running in the shop. Maybe I'll splash out right now!



**David Gwynn (13)**

**I**'ve got an Amiga which is amazing. The graphics and the music are superb, not to mention the games.

I love Gods with all its action. I like a challenge as well, so the puzzle game is just perfect.

The Bitmap Brothers is my favourite programming team. I've also got Speedball and Xenon II. They're good, but both are extremely hard and frustrating to play.

## SHOP TALK

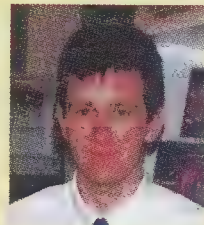
### The ones that sold the most

**Paul – The Manager**

**S**oftware for the Amiga is really selling well here, as is the Megadrive. Sales should get even better now it has come down in price.

I like working with computers because it's great seeing all the new machines and playing all the games.

The Lynx is quite brilliant. It's got fantastic detail and sound and it's certainly a lot better than the rest of the hand helds. The only thing I have against it is the size. I think the Lynx II is a big improvement.



- 1 ..... Man Utd Europe
- 2 ..... Thunderhawk
- 3 ..... Sonic the Hedgehog
- 4 ..... Rainbow Collection
- 5 ..... Gods
- 6 ..... F15 Strike Eagle 2
- 7 ..... Warbirds
- 8 ..... Midwinter II
- 9 ..... Castle of Illusion
- 10 ..... PGA Tour Golf



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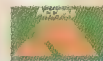
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# Sneaky Peek

# ROBOCOD

*James Pond's arch-enemy, the villainous Dr Maybe, had his global pollution plan well and truly scotched by Double Bubble Seven. But this ignominious defeat has left the evil quack seething and the villain is hatching another plan for world domination. Can our fishy hero save the day (again)?*

**A**s we speak, Maybe's crazed and brain-washed minions have infiltrated a giant arctic toy factory and have sabotaged the entire stock of toys.

These seemingly harmless toys, designed to give joy and happiness to all the children, could now cause disaster.

For if Dr Maybe is not stopped he will distribute the toys around the world like some anti-Santa Claus, and then hold the world to ransom - why doesn't he get a proper job?

Like the original, Robocod is being designed by protege Chris Sorrel and veteran designer Steve Bak, and the game is to be published by Millennium.

Underwater Intelligence FISH has learnt of Maybe's dispicable plans and has decided that there is only one agent for the mission...Pond,

James Pond - I reckon he's the only agent they've got!

You will remember the fish-like wonder stopping oil leaks with his bare fins and escorting stricken fish from radioactive water in the last mission.

But surely, in the icy wastes of the arctic and in sub-zero temperatures, Pond's going to be like a fish out of water?

### OCTOPUSSY

However, you may not recognise our suave fish hero from the last mission, where he wowed the ladies in bow-tie and collar.

Now FISH scientists have equipped him to survive both sub-zero temperatures and out of the water.

In a suit of armour, vital organs replaced by microchips, turbo-gills and metal-fins, James Pond is ROBOCOD.

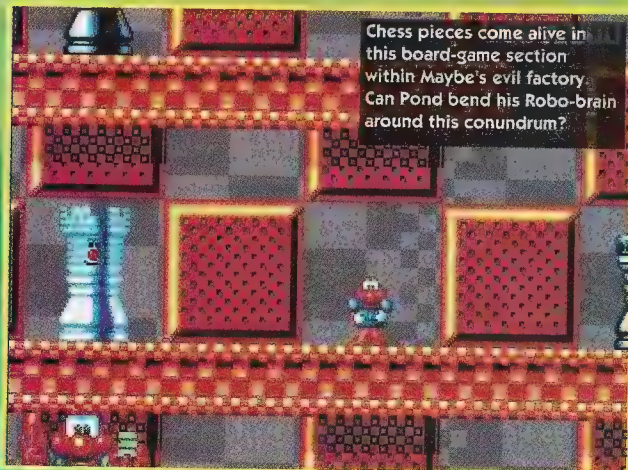
Control over this part-fish,

part-machine hero will truly amaze you.

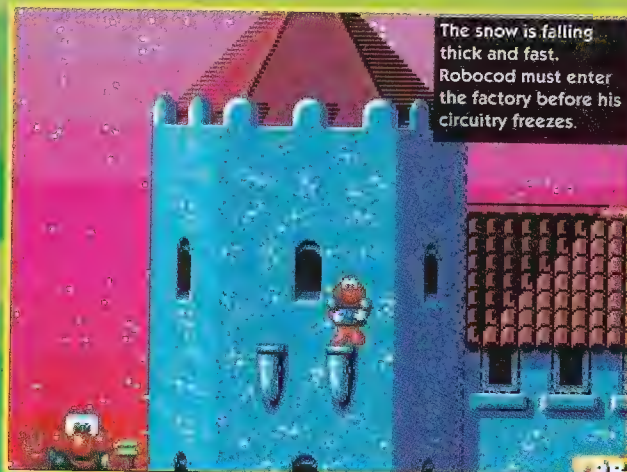
Left and right control sends his little fins rattling across the terrain which in turns sets the super-smooth screens scrolling - at full pace, Robocod, will exceed the top scroll speed in Sonic the Hedgehog.

The screens scroll in every direction, creating a fast and non-stop action platform environment.

Without a doubt the most innovative and hilarious control feature occurs when you press and hold the firebutton - Robocod's body extends and



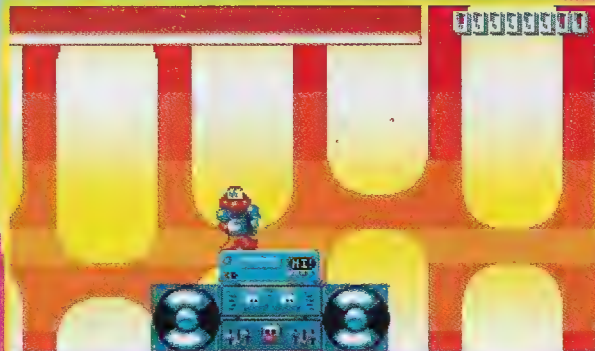
Chess pieces come alive in this board-game section within Maybe's evil factory. Can Pond bend his Robo-brain around this conundrum?



The snow is falling thick and fast. Robocod must enter the factory before his circuitry freezes.



In Lego-land Pond pieces together the mystery of Maybe's plans



This screen is just one example of the multi layer parallax scroll which moves faster than any other platform game



travels upwards until he hits a platform.

Then, if there's something to grab hold of, he'll shift along holding on by his fins.

Robocod's objective is to infiltrate the toy factory and defuse every single toy.

### THE FRY WHO LOVED ME

But between him and his mission is a perilous environment which is a combination of a firework factory, Toys R Us and Willy Wonka's Chocolate Factory all rolled into one.

Robocod's enemies defy

description but they are every bit as wild and varied as one would expect!

Imagine a fat and comical London bus bouncing towards our hero throwing little grannies out of the door.

Meanwhile homicidal teddy bears, looking anything but cuddly, go for the throat and toy soldiers appear that are so wound up they'll fire at will!

The tin wonder is equipped with some comical weaponry such as a clodding great mallet, which he 'humours' his enemy with.

Quite simply, Robocod has got everything! It's highly original, hilarious, action-packed and technically brilliant with an endearing quality, that's going to make it a big hit.

Stand by your fish-phones ready to dive into action at the word of command.

Robocod is due for release in the UK on 12th November. Can't wait!

Berty Basset patrols the factory and his intentions are less than sweet





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dark and dingy arcade hall playing the machines! I bet they're really chuffed.

No, you can't!

## WISH YOU WERE HERE



I'm having a great time here on the Isle of Wight, there's so much to do at night. One night I went out to see a band with a MIDI

set-up on the ST - brilliant!

**Philip Hillman, Axbridge.**

Quite some place the Island, isn't it? I've sailed around it, hiked around it, bussed around it and I still find something new every time I go there!

## SUR LA PONT



Forgive me my undoubted stupidity, (must be written in to this page! - the Doc) (save us, he's back! - Unc) but I came on

holiday to France and forgot to ask my local newsagent to keep me a copy of issues 17, 18, 19 and 20. (Warra drongo! - Unc)

**Tom Clark, London.**

Life can be so cruel, Tom, can't it?! Oh, the price of stupidity. Send me £5, a photo and say pretty please and I might just arrange to have the issues sent - no guarantees, though!

## LYNX LOONY

I recently bought an Atari Lynx after many months of thought. (Are you sure you're capable of that? Thought I mean - Unc).

As a member of the big cat family should I be feeding it with red meat or something? I noticed these animal tendencies the other day when it ate an

**Sandwich, Kent.**

I should think you are worried. Boy, have you got a personality problem! Don't look now, but I think the men in the white coats are after you.

Let me have your address and I'll send you a T-shirt and an invite to the local happy farm!

## CHEAT!



I have a cheat for Navy SEALs... (no more cheats, this is a nice page - Unc).

**Gareth Peterson, Stockport.**

Why is it that during the holiday season people from the north go south, and those from the south travel north? I reckon that living in the north must be better cos then you get to have a holiday in the wonderful south!

## READER



As you can see I've been reading your mag since it first came out. It's great especially Alex's reviews and X-it!

Could you send

me any info on how to join the Don "Mad" McKie fan club?

Yorkshire beat the World XI at cricket the other day and I'm still whistling!

**Mariam Patel, Dewsbury.**

That's about the only thing Yorkshire have done in recent years, and look at

## SOME VIEW!



Just a few lines to ask some questions. (Oh, joy! - Unc)

Which is the best Double Dragon game?

Is it true that the STE has more colours than the Amiga?

What's the best game on the Mega Drive?

Is there a Terminator 1 game?

What's the best arcade game?

**Chris Harrison, North Humberside.**

Is that your dad in the background? Tell him sorry, but I just couldn't resist it - the T-shirt is his by the way!

Probably the same Boy version!

Exactly the same number of colours, 4096.

A Terminator 1 game is apparently coming out for the PC.

huge amount of cash - I don't take cheques - and I'll forward it on to him.

## INTERESTING GUY



Here's a card from Bournemouth. I've got a cold and an Amiga. (Interesting chap, isn't he? - Unc) (Yeah, about as interesting as you! - Doc) Even better, I've also got a Spectrum 48K! (Deranged too - Unc).

**Richard Marshall, Warrington.**

Wow!

## MEGA BORING



Daniel Riordan (Irish, perhaps - Unc) of Reading wrote in with a huge list of really boring questions, just about all of which I've answered in special issues.

Suffice to say, I don't hate the Doc - he just doesn't like being outclassed every week!

For sending me to sleep during the day there's no way you're going to get an X-rated T-shirt.

## AWFUL

What do you mean 'V' is awful? (Seems quite straight forward to me - Unc). I happen to agree (getting on our high-horse are we? - Unc) with Steve Bulloch, (nice name that - Doc), but I'm willing to accept a T-shirt as an apology!

**Dariush Etminani, Edgeware.**

Is that really how you spell your name, or



## SWIPED



Help I need your unfurlingly godlike genius!

Everytime I tune in to the radio show to end all shows I hear static, just static and more static. Do you think you could send me a tape and I pay a quarter of its worth?

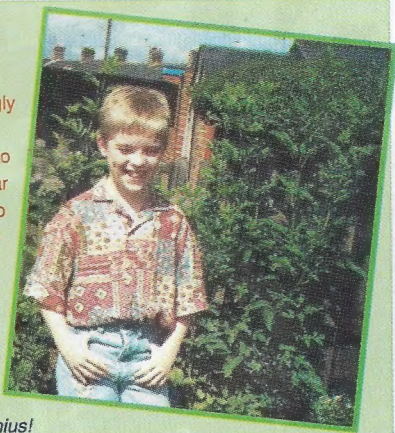
**Kit Davison, Margate.**

Just to put the rest of you in the picture, Kit wrote this letter in to the Doc - of course he wasn't interested and he certainly isn't a genius!

What's that growing behind you Kit, triflids? If it is, have they got you yet, cos you deserve to be eaten alive for believing that Dr X is some kind of hyper solve-it-all genius!

Write to Radio Lux with your request, they may just be able to sort you out - 74, Newman Street, London.

I've a good mind not to send you a T-shirt - but I'm in a good mood so I will!



did you get it wrong in your letter?

'V' is an awful program, lizard breath, and anyone who disagrees with me is going to get slammed in the deep freeze and used for banquets!

## BRING IT BACK



Why's Go-Global coming back in the autumn and not sooner, and what's happened to the poster?

I'm going to get a new computer soon, but what's the difference between an Atari STFM and STE?

**Robert Seaney, Milton Keynes.**

It's pretty nigh the autumn now so what's the hurry? The poster will reappear every now and then - we just like to give you some variety!

The STFM is simply an ST you can plug straight into a TV. The STE is an upgraded ST which doesn't always run ordinary ST software.

## SIMPLY THE BEST



I have got a Game Boy and in issue 16 Console Connexions reviewed Super Scrabble. Do you think it's worth the money?

I used to buy C\*\*\*\*h, but now I buy Games-X instead - it's mega!

**Neil Gray, Sale.**

I always thought board games best on boards, but having seen Scrabble and Chess on the Game Boy I am beginning to change my opinions. It certainly saves on all the setting up and is definitely more compact than the original!

## FOOTBALL CRAZY



The only other magazine I buy is Shoot!, but that isn't half as good as GX.

My favourite game on my dear old Amiga is Kick

Off II, The Final Whistle. (Challenge you to a game anytime, pal - Doc). It's got brill sound especially when there's a free kick just outside the penalty area! (Another really interesting letter I see, you old codger! - Doc)

**Eddie Butler, Bucks.**

What can I say other than I'm glad you like the mag and, bag off, Doc!

## JIM THE JUG



My favourite bit of Games-X is Street Talk. Can you come to Soft \*\*\*\* in Redditch (no unpaid adverts in this mag - Unc)

If you let me have a mega trendy GX T-shirt I can be the envy of all my friends and I can advertise the mag!

**James McCormack, Redditch.**

I like your style, James. If you can guarantee doubling the circulation of Games-X in the whole Birmingham metropolitan area I'll send you that T-shirt! What's your nickname - Dumbo?

## BIG DECISION

I intend to get a new system soon. I have narrowed it down to a Mega Drive or a Game Gear. I would like your opinion.

Also, which do you think is the best game for both these machines?

PS. I'd love a T-shirt or a game for my old Speccy.

**Andrew Shaw, Northampton.**

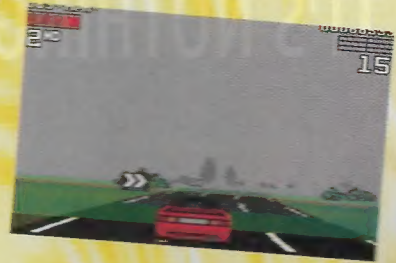
Why in the world do you want a game for your Spectrum if you're getting a new machine? When did you donate your brain to science?

Depends what you want out of a machine - hand held or otherwise. I personally would go for the Mega Drive, the games are better and obviously have increased depth, but they are more expensive! Best games: MD is Sonic and the GG is Fantasy Zone!

# NEXT WEEK

out Thursday 19th September

★ Games-X brings you the exclusive review of Lotus Turbo Challenge 2 from Gremlin Graphics



★ Five pages packed with hints and cheats, including two pages devoted to Beast II in part one of this great guide

★ Take a sneaky peek at Eye of the Storm, the fabulous new offering from Empire

★ The Terminator craze hits the GX offices with real force

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With special thanks to Doug Johns, Jason Simmons and Iain K Tindale for the mega pull-out poster

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### PUBLISHED BY

Europress Interactive Ltd,  
Europa House,  
Adlington Park,  
Macclesfield,  
Cheshire SK10 4NP.  
Tel: 0625 878888  
Fax: 0625 876669  
Printed by BPCC, Colchester,  
tel: 0206 851665  
Distributed by UMD,  
tel: 071 700 4600

Games-X original concept and design by Hugh Gollner

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